

# OKAMI



Covers PlayStation 2  
Computer Entertainment System

BASED ON A GAME  
RATED BY THE  
ESRB **T**

 CLOVER  
STUDIO

**CAPCOM**

Written by Doug Walsh



# table of contents

P R O L O G U E . . . . . 2

N I P P O N - F O L K . . . . . 4

S P I R I T S O F T H E B R U S H . . . . . 16

W A Y O F T H E W O L F . . . . . 24

W A L K T H R O U G H . . . . . 30

Act 1 . . . . . 30  
Act 2 . . . . . 48  
Act 3 . . . . . 68  
Act 4 . . . . . 78  
Act 5 . . . . . 96  
Act 6 . . . . . 124

L O G B O O K . . . . . 154

Wanted List . . . . . 154  
Animal Feeding . . . . . 155  
Fishing . . . . . 156  
Treasure . . . . . 158  
Stray Beads . . . . . 160

B E S T I A R Y . . . . . 168





# PROLOUQUE

*Long, long ago...*

*A tiny hamlet known as Kamiki lay nestled in a grove of proud and beautiful cherry blossoms. Each and every tree around the quiet burg was honored as a god. However, the village was not without its dark secrets.*

*To satiate the appetite of Orochi, a fearsome cave-dwelling beast, a young maiden was offered as a sacrifice at the annual festival. With a body like a mountain and eight beads mounted on necks the size of tree trunks, its blood-red eyes alone were said to curse anyone who gazed into them. No one dared disobey the horrific beast.*

*When the night of the sacrifice drew near... A mysterious white wolf appeared outside the village. This wolf, its coat as brilliant as snow, was dubbed Sbiranui. The wolf kept a watchful eye on anyone who ventured outside the village, and made a habit of patrolling the streets at night. People assumed the wolf to be a familiar of Orochi.*

*One villager took it upon himself to face the fearsome Sbiranui. The warrior, Nagi, attempted many times to challenge the wolf. But his attempts were thwarted by Sbiranui's swift movements.*

*Before long, the night of the accursed festival had arrived. A white plumed arrow heralded the coming sacrifice. Piercing the sky, the arrow sunk its shaft squarely into the home of Nami, the village's most beautiful maiden. Nagi, harboring a secret love for her, was enraged by this sign. Determined to put an end to Orochi once and for all, Nagi traveled to the beast's cave in place of his beloved.*

*The Moon Cave, a place as dark as evil itself, served as Orochi's home. As Nagi stood bravely before the entrance... A beast appeared, eyes glowing crimson upon eight thrashing necks. Orochi stood tall before him, anxious for another sacrifice. Nagi leapt with incredible grace, swinging his blade valiantly. On and on he sliced, well into the moonless night... But Orochi's hide was like steel. The blade left nary a scratch.*

*At long last, Nagi, his energy spent from the intense battle, dropped to his knees, fatigued and gasping for breath. He knew he was staring death in the face. It was then that the wolf appeared. As if to protect Nagi, it stood its ground before Orochi. In the darkness of the cave, the wolf's coat shone brilliantly. Alas, it was Sbiranui, the wolf that dwelled outside the village. Baring its fearsome claws, Sbiranui leapt toward Orochi. Orochi reared its terrifying heads, reaching fangs for battle. The two beasts struggled wildly, thrashing in the darkness.*





PROLOGUE

HIPPON-POCK

SPOTS OF THE BRUSH

WAY OF THE WOLF

WALKTHROUGH

LUPINE LOGBOOK

BESTIARY

*Mysterious and terrifying, the spectacle continued. Shiranui summoned gusts of divine wind to counter Orochi's flames.*

*As Orochi closed in on Shiranui, sharpened claws glistening... A gigantic tree suddenly sprouted forth, shielding the wolf. Shiranui fought gallantly to gain the upper hand. However... Orochi, protected by a mystical power, was not easily bested. Shiranui, covered in gasbes, majestic coat dyed crimson, stood exhausted before the mighty Orochi.*

*Orochi saw a chance to strike what would be the final blow. But Shiranui refused to give in. With its last ounce of strength, the majestic wolf gazed heavenward and unleashed a mighty howl. Suddenly, the black clouds overhead dissipated. The light from above glinted off Nagi's sword as a beacon of hope.*

*Guided by his sword, Nagi, who had been taking shelter in the shadows, stood proudly to face his adversary. Channeling all his strength into his scarred and battered arms he leapt ferociously toward Orochi, his sword poised high. The golden sword danced in his hands like a puppet on a string. One by one, Orochi's fearsome heads separated from their owner.*

*Orochi's broken body collapsed in a lake of its own blood. In that instant, the curse that plagued the villagers was lifted. As the battle subsided, the sun shone once again in the sky. Shiranui had succumbed to Orochi's poison and struggled to breathe. Nagi scooped the beast into his arms and returned to Kamiki.*

*When they reached the village, Shiranui was no longer moving. The village elder gently stroked the wolf's head. In response, Shiranui let out a hoarse and pitiful bark... Then closed its eyes and drifted off as if into slumber.*

*Peace had at last returned to Kamiki Village. In honor of Shiranui's heroic exploits, the villagers erected a shrine and placed a statue of the wolf within it.*

*Nagi's sword was christened "Tsukayomi" and placed inside the Moon Cave. The villagers all looked forward to an age of endless peace...*

*However, this is not the end of the story... There is more to this tale than most people know. 100 years had passed since Nagi and Shiranui's heroic exploits. It happened so quickly that no one in the village even took notice.*





# NIPPON- FOLK

## Main Characters

### Okami Amaterasu

Amaterasu, or "Ammy" as Issun likes to call her, is the godly wolf who the player controls throughout the game. Amaterasu has been brought to Nippon—delivered from the heavens as an answer to a prayer—to repeat the heroics of the great wolf, Shiranui. Like the wolf before her, Amaterasu must watch over the friendly people of Nippon and use the mystical powers of the Celestial Brush to keep evil at bay throughout the land.

Amaterasu's return to Kamiki Village comes on the eve of the 100-year anniversary of the great battle in which Nagi and Shiranui joined forces to defeat Orochi. Now, a century later, an even greater evil threatens not just the tiny hamlet in Eastern Nippon, but the entire country! Amaterasu must seek out the 13 Spirits of the Brush to gain the powers necessary to combat this spreading darkness.





## Wandering Artist Issun

*"A handsome guy like me should never be covered in wolf slobber!"*

Issun may look like a bug, but he's all man, baby! This wandering artist is on a quest to learn the various Celestial Brushstrokes and decides to ride along atop Amaterasu's head upon hearing of her mission. Issun is far louder and bolder than his miniature stature would suggest, but Amaterasu does her best to keep him in line. Despite being an artist, Issun isn't afraid to also use his trusty sword, Denkoku, but he does spend most of the time simply acting as the voice for his lupine companion. Nevertheless, Issun's only obvious weakness is not his size, but rather his admiration of the fairer sex.





# Kamiki Village



## Wood Sprite Sakuya

*"May the fresh scent of flowers protect you always!"*

She represents the Guardian Saplings that watch over Kamiki Village. Her power is dwindling but she has encased the spirits of the villagers in the fruit of her tree.



## Sake Brewer Kushi

*"I should never have let that monster try my new Thunder Brew."*



## Village Elder Mr. Orange

*"Well, I'm not one to mince words. I just state the facts."*







## Great Warrior Susano

*"The great warrior,  
Susano, condemns the  
offense, not the offender."*



## Canine Warrior Chu (aka Hayabusa)

*"Have you come to take me back  
to my master?"*

# Shinshu Field



## Flaming Pyrotechnist Tama

*"Hold onto your hats, kids.  
Here I go!"*



## Priest of Moon Shrine Mika

*"Let us pray the Great Shiranui is  
looking over you from on high."*



## Express Messenger Ida

*"I don't have time for fallin' over!  
People are waiting for mail."*



## Fighting Master Onigiri Sensei

*"I like the cut of your jib, my  
furry friend!"*



“zzzzz”



*"You may be a wolf, but manners are manners!"*



*"Even separated, the hearts of the Canine Warriors beat as one!"*



*"I knew you would come. I saw it in a vision."*



*"You're mad at me for running away without you?"*





# Taka Pass

## Molster Leader Moley

"Molsters! The special dust cloud formation!"



## The Dreadful Mr. Cutter

"Ga ba ba! What a tasty-looking mull you are!"



Nippon  
Folk

## The Horrible Mrs. Cutter

"Food... Nice, juicy flesh... Guurgh..."



# Kusa Village

## Canine Warrior Rei

"Give me some food, I'm hungry."



## Canine Warrior Ko

"Give me some food, I'm hungry."

## Canine Warrior Shin

"You bear strange markings. Is that some kind of new style?"



## Princess Fuse

"Why, it's my favorite wolf and bug."



# Kusa Village (cont.)

10



## Canine Warrior Tei

*"Princess Fuse forbids me to join in fruitless battles, but I want to prove you're right to bear the Canine Tracker!"*

## Craftsman Mr. Bamboo

*"I'm in a pickle right now, wolffy."*



## Ill-Fated Beauty Haruka

*"Maybe I should resign myself to falling in battle..."*



## Big Daddy Jamba

*"Chirp."*



## Canine Warrior Chi

*"Now that my stomach is full, I will return to my master."*

# Sasa Sanctuary



## Crybaby Tai

*"And I'm not chirping! I'm crying!"*



## Flower of Sasa Sanctuary Chun

*"Come on, doggy. Let's go!"*

## Canine Warrior Gi (aka Take)

*"What right do you have to bear the Canine Tracker?"*





# Gale Shrine



## Earthbound Spirit Yatsu

*"What's this? It appears the maiden is accompanied by a little booger."*

# Moon Cave

## Head Chef Ajimi

*"I was cooking with such tender loving care that I totally spaced out and almost cooked my own goose!"*



# City Checkpoint

## The Greatest Archer Yoichi

*"I'm Yoichi, the greatest archer among all the City Guards!"*



# Ryoshima Coast

## Super-Fast Hayate

*"What's with the cheeky twinkle in your eye, pooch? You wanna race?"*



Nippon  
Folk



# Sei-An City (Commoner's Quarter)

12



**Master Carpenter Naquri**

*"You get quite fit doing my job. Now I can reap the benefits."*

**Blossom Protector  
Mr. Flower**

*"It is my soul that ails me! A tremendous weight presses upon it!"*



**Travelling Warrior Masu**

*"You no-good monsters... I'll show you... ZZZ..."*



**Tao Trooper Kamo**

*"Oh! That little bouncing guy's with you, too!"*

**Lightning Ghost Raiden**

*"I was killed by a bolt of lightning, you know. It's great. I never get hungry, I never tire. It's fun all the way!"*



**Master of  
Thieves Hayazo**

*"They say I even picked the midwife's pocket when I was born."*





**Kimono Designer**

**Mr. Chic**

*"Yes! Surely staring at it is the way to go! It's simple!"*

**Nippon  
Folk**

## Sei-An City (Aristocratic Quarter)



**Contraption Maker Gen**

*"I know not how you made it all the way up here, snowflake."*



**Priestess Rao**

*"...Melons?"*



**Wandering  
Warrior Monk  
Benkei**

*"I have never fished before, but it should not be much different from a good swordfight!"*



**Queen of Sei-An  
City Himiko**

*"My family, the Yamatai Clan, has ruled Sei-An City forever."*



# Imperial Palace



## Wandering Artist Issun (x1000)

*"Boy, I'll never get tired of messing with your head!"*



## Moonlight Beauty Kaguya

*"I don't even know who I really am or where I originally came from."*

# North Ryoshima Coast



## Fisherman Urashima

*"I dunno who y'all are, but I sure 'preciate your wakin' me up."*



## Dragon Palace Emissary Orca

*"I'm second to none when it comes to swimming!"*

# Oni Island



## Leader of the Dragonians Otohime

*"The Dragonians are prepared to do whatever is necessary."*



## Kamui

### Oina Warrior Oki

*"I have this sword because the time to wield it has come."*



# Dragon Palace



## King of the Dragonians Wada

*"As you well know, there are ill omens heralding the coming of great strife throughout Nippon."*

## Kamui (Ezofuji)



## Oina Shaman Tuskle

*"It's all just a legend. No one knows if it's true or not."*



## Oina Girl Kai

*"And it's a pleasure to make your acquaintance, as well, wolfie."*

Nippon  
Folk

## Wep'keer

## Oina Warrior Samickle

*"I must protect the elder from the monsters lurking in every corner."*



## Ponc'tan



## Legendary Swordsman Ishaku (Self-proclaimed)

*"Yes. Go ahead and ignore me. That's the Ammy I know."*

## Poncle Girl Miya

*"Hub? You're a bit small for a wolf, aren't you?"*







# SPIRITS OF THE BRUSH

Armed with the Celestial Brush and the power of a true deity, Amaterasu will scour Nippon to free the 13 Spirits of the Brush. In doing so, she'll learn many powerful brushstrokes that allow her to do everything from creating gentle Water Lilies on a pond to slowing the very essence of time itself!

Each of the 13 Spirits of the Brush has succumbed to a horrible fate since Shiranui's death 100 years ago.

Now, with the great wolf's reincarnation as Okami Amaterasu, these gods can be freed from their unlikely imprisonment. To do so, Amaterasu must simply use her Celestial Brush to complete the many constellations she encounters in the night sky. Completing constellations is both simple and straightforward—just place dots of ink on each of the end-points and intersections for each constellation outline. These constellations are addressed individually throughout the "Walkthrough" portion of this guide.



## Ink Drainage

Note that the more powerful the technique, the more ink that's consumed to draw it. Additionally, the following abilities require different amounts of ink, depending on the size at which Amalerasu draws their symbol: Deluge, Thunderbolt, Whirlwind, and Fireburst. In general, the larger the symbol, the more ink that's consumed and the more powerful the attack. Drawing a smaller symbol uses less ink and nets a less powerful attack, but the effects may last longer.



Spirits  
of the  
Brush

## Yomigami

### God of Rejuvenation

The dragon god, Yomigami, is the master of restoration and contains a power that can restore broken or missing things. With this god freed, Amalerasu can use the brush to fix broken objects, such as the waterwheel in Kamiki Village, or replace missing things like Mrs. Orange's drying pole.



## Tachigami

### God of Power Slash

Tachigami may resemble a mouse, but there is tremendous power in that tiny frame. The Power Slash technique allows Amalerasu to slash through most any object with a simple horizontal paint stroke. This can be used to break through various barriers, collections of clay pots, or even as an attack against enemies!

#### POWER SLASH 2



Should Amalerasu be of a generous nature, she may be blessed enough to be visited by Tachigami for a second time during her adventure. If Tachigami shows herself again,

she'll give Amalerasu the Power Slash 2 ability, which not only does much more damage to enemies, but can also slice through iron!

#### POWER SLASH 3

The power to slice through diamonds only comes to the most generous givers. Donate the maximum amount at Ezofuji to invite another visit from Tachigami. This time around, she'll grant Amalerasu the Power Slash 3 ability, which can cut through anything Mother Nature throws at her!





# Amaterasu

God of Sunrise



Amaterasu always has this ability within her, but the right moment was needed for her to use it. By painting a circle in the sky, she can make the sun rise at any time of day or night.



# Sakigami

God of Bloom



Sakigami is one of the three flora gods entrusted with the techniques known as Greensprout. Sakigami's particular brushstroke is Bloom and, with it, Amaterasu can make flowers and trees blossom simply by painting a circle around withered limbs or barren ground.



# Hasugami

God of Water Lily



Hasugami is another member of the Hanagami trio of flora gods. Hasugami's power allows Amaterasu to create water lilies. Simply paint a circle on the water and watch as a lily appears! This newfound vegetation is strong enough to hold Amaterasu's weight and makes it possible for her to traverse large spans of water.





# Bakugami

## God of Cherry Bomb

Bakugami, the boar-like god balancing atop a giant bomb, grants Amaterasu the power to create Cherry Bombs that can blow open the entrance to secret caves. Not only that, but well-timed use of the Cherry Bomb brushstroke can also prove effective in battle. Cherry Bombs can stun an approaching enemy and sometimes even destroy it at the same time!



Spirits  
of the  
Brush



### CHERRY BOMB 2



2 ability. With this improved skill, Amaterasu can make two Cherry Bombs appear at the same time! Draw one Cherry Bomb, then quickly draw another while the first one burns down.

Amaterasu may encounter Bakugami a second time—if she's generous. As a sign of gratitude, Bakugami will grant her the Cherry Bomb

### CHERRY BOMB 3



Kamui, she'll earn herself a third visit from Bakugami. This time, Bakugami will grant Amaterasu the power to attack her enemies with three Cherry Bombs simultaneously! Note that this requires you to draw very quickly!

Lastly, should Amaterasu prove herself to be extremely generous while visiting the snowy fields of

# Tsutagami

## God of Vine

Tsutagami is the third member of the Hanagami flora triumvirate and bestows the power of Vine on Amaterasu. This cymbal-clapping creature gives the ability to draw a line from herself to an object with a hook (such as an open Konohana Blossom) and, essentially, reel herself up to it. This makes exploring lofty areas possible!





# Nuregami

## God of Waterspout



Nuregami is known as the God of Water and grants Amaterasu the Waterspout technique.

With this ability, Amaterasu can make water flow from one place to another. Draw a line from water to another location to make the Waterspout work. This serves to extinguish fires, rejuvenate springs, and to simply move water about. Lastly, look for sources of Power Springs and paint a straight line upwards into the sky from them to form a giant geyser of water that can withhold Amaterasu's weight!

### FOUNTAIN

Should Amaterasu succeed in restoring a certain "swirly-whirly" at Dragon Palace, she'll earn a second visit from Nuregami and the Fountain ability.



Use this to travel between the various springs without the need for a Mermaid Coin.



### DELUGE



Lastly, paying proper respect to Queen Hilomi and visiting her grave will bring on another visit from Nuregami. On this third and final visit, Nuregami will grant Amaterasu the power

of Deluge. Draw two vertical lines side-by-side to make the skies open and rain down on enemies. This is useful for slowing enemies down and extinguishing any flames they may have.



# Yumigami

## God of Crescent



Yumigami hid in the moon's reflection, but was swallowed by the

legendary fish, the Whopper. Thanks to Amaterasu's fishing skill, she has been freed and can now bestow the power of the Crescent brushstroke. By painting a half-moon crescent in the sky, Amaterasu can turn day to night whenever she wishes. This certainly helps her find the buried chests that only glow at night!



# Kazegami

## God of Galestorm

Kazegami's return from the shadowed world has gained Amalerasu another god power. Now she can use the Galestorm brushstroke to blow the wind in any direction whenever necessary! Use this power to put out fires, blow aside piles of leaves, and to even whisk large objects around.



### WHIRLWIND



Should Amalerasu prove herself a help in the kitchen, Kazegami will make a second appearance and grant her the Whirlwind ability. By drawing three horizontal lines across an enemy, Amalerasu can rely on the power of wind to deliver great damage. The longer the lines are, the more powerful the blast, but also the shorter it lasts. Short lines aren't as powerful, but last several seconds longer.



Spirits  
of the  
Brush



# Moegami

## God of Inferno

The flaming phoenix statue contained the God of Inferno within it. Thanks to Amalerasu, Moegami is free to fly again. Moegami's Inferno ability allows Amalerasu to make fire flow from one place to another, much like the Waterspout technique. Draw a line from a fire source to any object you wish to melt or ignite.

### FIREBURST



Amalerasu will encounter Moegami a second time during her journey to learn the Fireburst brushstroke. By drawing the infinity symbol across an enemy or flammable object, Amalerasu can make fire spring from the either.





# Kasugami

God of Mist



The sheepish God of Mist known as Kasugami carries an enormous flask on her back and uses it to partake in her special time-altering abilities. By drawing two horizontal lines, Amaterasu can also slow down time for all around her. Amaterasu can continue to move about at her normal speed, but all else will slow down.



## MISS WARP



If Amaterasu saves enough Demon Fangs to trade for the Fog Pot, she'll receive another visit from Kasugami. This time, Kasugami will grant her the power

of Mist Warp. Approach an Origin Mirror bearing an "X" symbol (known as an Ultimate Mirror) and make the symbol of an "X" with the Celestial Brush over it. This makes it possible to Mist Warp to other similar Origin Mirrors.



# Kabegami

God of Catwalk



The frisky cat, Kabegami, has fled to the top of Catwalk Tower to escape the swirling whirlpool of the sea below and is ready to grant Amaterasu her special power. With the help of Catwalk and the special Kabegami statues scattered across Nippon, Amaterasu can climb straight up walls of any height. To do so, draw a line up the face of a wall from one of the green cat statues. The ink will glow purple when placed over a Kabegami statue. Position the camera so that you can see the top of the wall, then paint a line up to it. It's possible to also draw lines sideways and downward, as well.



# Gekigami

## God of Thunderstorm

Thunder grants Amalerasu the power of the Thunderstorm brushstroke, which allows her to harness lightning from the storm clouds overhead and direct it at enemies and metallic objects. Like other elemental brushstrokes, the ink will change color when interacting with lightning. Look for the yellow ink to know that you have connected with your target.



Spirits  
of the  
Brush

### THUNDERBOLT



By helping the elderly inventor in Sei-An City, Amalerasu can trigger a second visit from Gekigami. On this next visit, he will

grant her the power of Thunderbolt. By simply drawing the shape of a lightning bolt, Amalerasu will be able to summon the mighty power of electricity at any time; whether it be to jumpstart a piece of machinery or to zap some enemies!

# Itegami

## God of Blizzard



The final Spirit of the Brush will not be freed until Amalerasu conquers the one-armed bandit of Wawku Shrine. Itegami, the bullish God of Blizzard will stampede from the heavens and grant Amalerasu this final ability. Blizzard allows Amalerasu to draw a line from any frozen object to another object and freeze it solid. With this ability, she can even freeze the windblown snow into an icy platform capable of holding her weight. As powerful as this ability is, always remember that snow and ice can melt—nothing is frozen forever!





# WAY OF THE WOLF

Your copy of *Odami* includes a detailed user's manual that we recommend you read prior to playing the game to gain a basic understanding of the controls and the primary gameplay mechanics. The purpose of this chapter is to expand on the user's manual and provide you with information concerning each of the Divine Instruments, obtaining Praise, the battle rankings, moves, and upgrades for the Divine Attributes. Although the "Walkthrough" portion of the guide will likely answer any questions you have as you proceed through the game, be sure to check this chapter, as well as the "Spirits of the Brush" and "Lapine Logbook" for other gameplay explanations.

## Divine Instruments

Amaterasu may bear the teeth and claws of a wolf, but she needs to do a lot more than scratch and nibble across Nippon if she's to banish the darkness that has arrived. Fortunately, there are a total of 15 Divine Instruments for her usage, spread across three categories. Each of these weapons can be given one power upgrade by applying a dose of Gold Dust to it. Note that there are only 15 units of Gold Dust in the game and not all of them can be purchased in shops! Be sure to complete those Wanted Lists if you want to upgrade all of your Divine Instruments.

In addition to upgrading the weapon's attack power with Gold Dust, it's important to know that each type of weapon can be equipped as either a main weapon or a sub-weapon. Also, how they behave is different based on each usage. Some weapons allow Amaterasu to use Ink Bullets. When equipped with a weapon of this variety, she can paint dots on an enemy with the Celestial Brush. Upon releasing the R1 Button, these bullets become targets for a heavenly gunfire.





## Reflectors



**Main Weapon:** Offers mid-range attack radius with moderate speed and the capability of five-hit combos, if properly trained. Reflectors have a perfect balance of speed, range, and power.



**Sub-Weapon:** As a sub-weapon, the Reflecter is used primarily as a defensive shield. By pressing , the player can make Amaterasu use the Reflecter as a massive shield to absorb incoming attacks. A well-timed tap of  during an enemy's melee attack will have Amaterasu grab the enemy and leap high into the air, spinning and diving downward as the foe is slammed headfirst into the ground.

### Reflectors

NAME	ATTACK POWER	UPGRADED ATTACK POWER	DESCRIPTION
Divine Retribution	1.0	1.3	Reflector received from Sakuya. Banishes evil with divine power.
Snarling Beast	1.5	2.0	Reflector marked with a beastly roar. Grants Ink Bullet power.
Infinity Judge	2.3	3.2	Reflector marked indelibly with the loop of infinity.
Trinity Mirror	5.2	7.3	Reflector marked with knowledge, faith, and power. Tramples evil.
Solar Flare	11.0	15.4	Sun-centric Reflector imbued with the burning power of fire.





# Rosary Beads



**Main Weapon:** As a main weapon, the Rosary Beads offer exceptional range, speed, and tremendous combo potential. That said, they are weaker than the other weapons and don't excel against multiple tough enemies.



**Sub-Weapon:** The further you get in the game, the more useful the Rosary Beads become as a sub-weapon. When equipped in this slot, each press of **△** makes the beads fire a projectile attack with considerable range and speed. There is no doubt that defeating some enemies, especially, bosses can only be done with heavy reliance on the Rosary Beads as a sub-weapon.

## Rosaries

NAME	ATTACK POWER	UPGRADED ATTACK POWER	DESCRIPTION
Devout Beads	1.0	1.3	Holy Rosary capable of rapid attacks when equipped as a sub-weapon.
Life Beads	1.5	1.9	Rosary that draws upon pure life energy to destroy evil.
Exorcism Beads	2.1	2.8	Purifying Rosary that contains the power of holy light.
Resurrection Beads	3.4	4.8	Rosary that uses divine light to guide lost souls to the right path.
Tundra Beads	5.0	7.0	Rosary that calls upon the power of ice to combat wily foes.

## Glaives



**Main Weapon:** This purely offensive weapon is limited on range and speed, but makes up for it with respectable power and the ability to be charged-up for an even more devastating attack. Hold **○** to charge the weapon for a powerful combo slash.



**Sub-Weapon:** Although they offer no defensive or ranged abilities, tapping **△** with a Glaive equipped as a sub-weapon will make Amaterasu lunge forward with the Glaive outstretched overhead in a stabbing attack. Best of all, the Glaive can also be charged-up for an attack when used as a sub-weapon. Doing so will extend the range and power of the lunging stab attack.

Way of the Wolf

## Glaives

NAME	ATTACK POWER	UPGRADED ATTACK POWER	DESCRIPTION
Tsumugari	1.0	1.3	Hold and release button for charged attack with Orochi's Glaive.
Seven Strike	2.2	2.9	Glaive whose edge is divided into seven parts. Grants Ink Bullet power.
Blade of Kununagi	3.5	4.6	Jade-edged Glaive obtained upon the defeat of Ninetails.
Eighth Wonder	5.3	6.9	Glaive wielded by eight-armed beast god. Ink Bullet power.
Thunder Edge	8.0	10.0	Glaive imbued with thunder spirit. Utilizes lightning power.



# Divine Attributes

One of the goals of any god, whether it be Amaterasu or some other, is to gain favor with earthly inhabitants. When good fortune befalls someone or something, it often gives thanks to a god and offers Praise. Praise is invaluable to a god as it lets her know she's needed and that her good deeds are appreciated. In Amaterasu's case, Praise can be earned from something as simple as making a cherry blossom bloom or feeding a stray kitten to something far more complex like retrieving a stolen item from a pickpocket or locating a missing person. One thing for certain is that every little bit of Praise counts, as it is used to upgrade Amaterasu's various Divine Attributes.



## Solar Energy

Displays Amaterasu's life energy.

She begins with three Solar Energy units and can add 12 more by spending her hard-earned Praise. Amaterasu can add another five Solar Energy units by locating Sun Fragments. Every three Sun Fragments found add one more unit of Solar Energy to her life gauge. Solar Energy depletes gradually as Amaterasu is attacked or wounded, but can be refilled by consuming a Holy Bone or by finding various Solar Energy orbs in the environment.

UPGRADE	PRaise	RESULT
1	50	4th Solar Energy unit added.
2	80	5th Solar Energy unit added.
3	110	6th Solar Energy unit added.
4	140	7th Solar Energy unit added.
5	170	8th Solar Energy unit added.
6	200	9th Solar Energy unit added.
7	230	10th Solar Energy unit added.
8	260	11th Solar Energy unit added.
9	290	12th Solar Energy unit added.
10	310	13th Solar Energy unit added.
11	330	14th Solar Energy unit added.
12	350	15th Solar Energy unit added.

## Ink Pots

Displays amount of ink on hand.

Ink Pots drain as Amaterasu uses her Celestial Brush. Although three Ink Pots is plenty early in her adventure, as she learns more powerful brushstrokes and finds herself in more precarious predicaments, the need for a greater supply of ink will be obvious. Ink Pots naturally refill over time, but can be refilled faster through the collection of Ink Bottles in the environment.

UPGRADE	PRaise	RESULT
1	50	4th Ink Pot added.
2	100	5th Ink Pot added.
3	200	6th Ink Pot added.
4	250	7th Ink Pot added.
5	300	8th Ink Pot added.
6	350	9th Ink Pot added.
7	400	10th Ink Pot added.

## Astral Pouch

Saves Amaterasu from death if full.

Each Astral Pouch can hold 200 units of food, which just so happens to be the exact amount needed to revive Amaterasu should she fall in battle. Although it's more important to upgrade her Solar Energy attribute before adding Astral Pouches, do note that it takes quite a bit of time to fill an Astral Pouch naturally. Although there are dozens of food items in the environment, 200 units of food is still quite a bit to collect! Fortunately, there is a faster way to fill an Astral Pouch. Never pass up the opportunity to get a Golden Peach, as it can fill an empty Astral Pouch in a split-second.

UPGRADE	PRaise	RESULT
1	300	2nd Astral Pouch added.
2	350	3rd Astral Pouch added.
3	400	4th Astral Pouch added.

## Purse

Handy pouch for holding coins.

Amaterasu will collect a wealth of money throughout her journey. Earning the first Purse upgrade should be a top priority as many of the items she'll come to purchase cost several hundred thousand Yen (the initial Purse can only hold 99,999 Yen). That said, there is only one thing in all of Nippon that costs over a million Yen ("Brown Rage" costs 2,000,000 Yen) and it is highly unlikely that you will obtain that ability in your first play-through.

UPGRADE	PRaise	RESULT
1	150	Can hold 999,999 Yen.
2	250	Can hold 9,999,999 Yen.
3	400	Can hold 99,999,999 Yen.

## Shopping in Nippon

### Paying With Coins

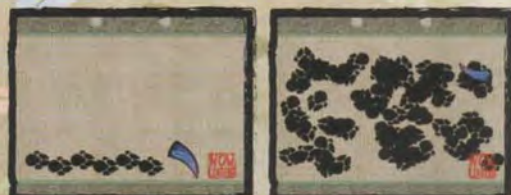
Nearly every area in Nippon has a Merchant hawking his wares somewhere or another. Some call themselves Merchants, others like to be known as Tool Dealers, but regardless their tag, the result is the same—they have stuff that Amaterasu needs! The following list shows all of the items that Amaterasu may one day purchase from an umbrella-toting Merchant. Note that each of these Merchants will also buy items, fish, and treasures from Amaterasu. Although the price of fish can occasionally vary depending on where you sell it and when, prices for goods and treasures are consistent across the land.



### Merchant Wares

ITEM	PRICE (YEN)	DESCRIPTION
Seedbag (Seeds)	500	Freshly sown seeds that seed-loving animals can't resist.
Seedbag (Herbs)	500	Sweet herbs that are popular among herbivorous animals.
Seedbag (Meat)	500	Fresh red meat that's irresistible to carnivorous animals.
Seedbag (Fish)	500	Fresh fish that's irresistible to animals who dine on fish.
Infinity Stone	5000	Ink stone with limitless source. Temporarily enjoy infinite ink.
Vengeance Slip	10000	Paper depicting karmic backlash. Temporarily deflect enemy attacks.
Exorcism Slip S	4000	Paper depicting holy incantation. Slightly damages nearby enemies.
Exorcism Slip M	7000	Paper depicting holy incantation. Moderately damages nearby enemies.
Exorcism Slip L	10000	Paper depicting holy incantation. Grossly damages nearby enemies.
Steel Fish Sake	2000	Sake brewed with spirit of steel. Temporarily increases attack power.
Steel Soul Sake	1000	Sake brewed with spirit of steel. Temporarily increases defense.
Holy Bone S	500	Amaterasu's favorite snack. Restores 3 units of Solar Energy.
Holy Bone M	1500	Amaterasu's favorite snack. Restores 10 units of Solar Energy.
Holy Bone L	2500	Amaterasu's favorite snack. Completely restores Solar Energy.
Infinity Judge	50000	Reflector marked indelibly with the loop of infinity. Judges evil.
Pinewheel	1000	Souvenir from the famous windmill in Kusa Village.
Gold Dust	10000 - 25000	Powder made from golden earth that unleashes the potential of weapons.
Mermaid Coin	1000	Toss into Mermaid Springs to teleport to other locations.
Blinding Snow	5000	Fishing rod combining the purity of snow and the spirit of work.
Marlin Rod	10000	Fishing rod specially augmented for marlin fishing.
Herbal Medicine	2000	Mixture of many medicines, capable of curing any ailment.
Charcoal	2000	Made by burning wood at a high temperature. Perfect for drawing.
Resurrection Beads	150000	Rosary that uses divine light to guide lost souls to the right path.
Eighth Wonder	200000	Gloves wielded by eight-armed beast god. Ink Bullet power.
Seven Strike	100000	Gloves whose edge is divided into seven parts. Grants Ink Bullet power.
Tundra Beads	500000	Rosary that calls upon the power of ice to combat wily foes.
Trinity Mirror	150000	Reflector marked with knowledge, faith, and power. Tramples evil.

## Trading Demon Fangs



The Yen isn't the only currency in Nippon. Some folks prefer the natural, blue beauty of Demon Fangs to cold hard cash. Demon Fangs can be obtained in a number of ways. For starters, whenever you see a "Loading" screen when transferring between areas, you have a chance to earn a Demon Fang. This can be done by tapping in unison with the traveling footprints across the bottom of the screen or by filling the empty screen with 50 paw prints before the next area loads.





Demon Fangs can also be earned in battle. The common way is to use the Power Slash brushstroke to perform a finishing move on a slain beast as its body writhes and lifts into the air. Not every enemy is susceptible to a finishing attack, but the majority of them are. Lastly, Demon Fangs can be earned by insulting an enemy in battle. Perform either of the Golden Fury or Brown Rage attacks to insult your enemy into dropping a Demon Fang.

### Available for Trade

ITEM	DEMON FANGS	DESCRIPTION
Traveler's Charm	3	Protects travelers from danger. Increases Godhood by 1 level.
Godly Charm	8	Charm imbued with the breath of gods. Increases Godhood to max.
Golden Peach	15	Mystical fruit that fills the Aetzel Pouch instantaneously.
Peace Bell	20	Emits a holy tone that keeps Demon Scrolls at bay.
Wood Mat	30	Make a cash offering and sleep on this mat, and your wounds will heal.
Fog Pot	80	Marked with a mist crest. Allows transfer between Origin Mirrors.
Water Tablet	100	Ancient tablet that allows one to walk on the water's surface.
Golden Lucky Cat	50	Brings owner luck. Draws money and other valuables near.
Thief's Glove	70	Draw a line connecting Isan to an enemy to steal items.
Golden Lucky Cat	50	Brings owner luck. Draws money and other valuables near.
Golden Ink Pot	100	Ink Pot with golden sheen. Increases ink restoration speed.

## Moves

Amaterasu arrives in Kamiki Village with a relatively limited number of moves at her disposal. In a word, she's rusty. After all, it's been 100 years since she's had to do battle. Fortunately, there is a traveling man named Sensei Onigiri who will teach her a number of valuable abilities for the right price. He's not cheap, but his practice training is optional and his methods breed results. Look for the sensei when traveling through Shinshu Field, Ryoshima Coast, and Kamui.



## God Techniques

### FLEETFOOT



Cost: 10,000 Yen  
First Available: Shinshu Field  
Press the R2 Button to gracefully move out of harm's way.

### GOLDEN FURY



Cost: 100,000 Yen  
First Available: Shinshu Field  
Press to insult foes and get Demon Fangs.

### HOLY EAGLE



Cost: 20,000 Yen  
First Available: Ryoshima Coast  
Press again in the air to jump a second time.

Way of the Wolf

### DIGGING CHAMP



Cost: 30,000 Yen  
First Available: Ryoshima Coast  
Become the ultimate digger. Dig in terrain that was impossible before.

### WAILING MIRROR



Cost: 40,000 Yen  
First Available: Ryoshima Coast  
Equip Reflectors as main and sub-weapons to increase attack power.

### BROWN RAGE

Cost: 2,000,000 Yen  
First Available: Ryoshima Coast  
If you've mastered Golden Fury, add insult to injury with this.



## HARDHEAD



Cost: 10,000 Yen

First Available: Kamui

Break objects that you couldn't before by tackling them.

## COUNTER DODGE



Cost: 30,000 Yen

First Available: Kamui

If you've mastered Fleetfoot, damage enemies with this new dodge.

## HOLY FALCON



Cost: 30,000 Yen

First Available: Kamui

Holy Eagle maneuvers will now damage enemies.

## BEAD STRING



Cost: 50,000 Yen

First Available: Kamui

Equip Rosaries as main and sub-weapons to increase attack power.

## SWORD DANCE



Cost: 60,000 Yen

First Available: Kamui

Equip Glaives as main and sub-weapons to increase attack power.

## Reflector Techniques

### 4 WINDS



Cost: 5,000 Yen

First Available: Shinshu Field

Add a fourth hit to your standard Reflector attack combo.

### 5 WINDS



Cost: 20,000 Yen

First Available: Ryoshima Coast

If you've mastered 4 Winds, add a fifth hit to the powerful combo.

## Rosary Techniques

### SPIRIT STORM



Cost: 7,000 Yen

First Available: Shinshu Field

Increases the rate of attack for Rosaries.



## SPIRIT ARMAGEDDON



Cost: 30,000 Yen

First Available: Ryoshima Coast

If you've mastered Spirit Storm, further increase Rosary attack rate.

## Glaive Techniques

### 3 SHEARS



Cost: 40,000 Yen

First Available: Ryoshima Coast

Add a third hit to your standard Glaive attack combo.

### 4 SHEARS



Cost: 50,000 Yen

First Available: Kamui

If you've mastered 3 Shears, add a fourth hit to the powerful combo.

## Battle Ranking



Amaterasu will encounter countless battles while roaming the lands of Nippon. Whether it's via a Demon Scroll or an unavoidable showdown with a major character, she will be graded in two categories in each and every fight, and a bonus will be paid out based on how well she performed.

**Time:** This is specific to each and every battle, based on Amaterasu's

strength relative to the enemies and the number of enemies in the battle. The faster the battle is won, the better the grade.

**Damage:** This refers to the amount of damage Amaterasu suffers during the fight. It's also specific to each battle and is based on the number and strength of the enemies versus Amaterasu's abilities. The less damage Amaterasu suffers, the better the grade.

One of five possible grades will be assigned to each of these categories after the fight and an average rank will be given. Depending on this rank, Amaterasu receives a bonus equaling 0 to 100% of the money she collected during that battle as enemies were felled. Each of these ranks is represented by an image depicting one of the five stages of a cherry blossom tree.

### Battle Rankings and Bonuses

GRADE	ICON	BONUS PERCENTAGE
S	Pink flowering tree	100%
A	Green leafy tree	70%
B	Leafless tree	50%
C	Green sprout	20%
D	Wilted sprout	0%

## Bonuses and Unlockables

Everything you do throughout your time playing *Okami* is used in a final end-of-game evaluation that determines the number of unlockable items you are awarded. For example, the following table shows a sample of our completion results, which netted all of the unlockable content. Yours may vary.

### Sample Completion Data

CATEGORY	NUMBER	RANK
Play Time	56:18:15	N/A
Days Passed	127	N/A
Saves	142	N/A
Deaths	0	S
Enemies Defeated	801	S
Money Gained	4,820,067	S
Demon Fangs Found	356	S
Praise Earned	6,438	S

### Rewards

BONUS	REQUIREMENT
Karmic Transformer 1	Complete the game once.
Karmic Transformer 2	Complete the game once.
Karmic Returner	Complete the game once.
Stray Bead	Complete the game once.
Karmic Transformer 3	S-Rating for "Deaths"
Karmic Transformer 4	S-Rating for "Enemies Defeated"
Karmic Transformer 5	S-Rating for "Money Gained"
Karmic Transformer 6	S-Rating for "Demon Fangs Found"
Karmic Transformer 7	S-Rating for "Praise Earned"
Karmic Transformer 8	S-Rating for "Praise Earned"
Karmic Transformer 9	S-Rating for "Praise Earned"
Invincibility	Find all 100 Stray Beads
Secret Theatre	> 31:00:00 of Play Time.

## Issun's Presents

Issun is so proud of you for finishing that he has given you the following presents. These can be accessed via the Main menu after completing the game and saving the data.

**Okami Art:** Check out early art for characters, monsters, and environments.

**Okami Music:** Sample the music played throughout the game.

**Video Treasure Chest:** View various videos of the game in development as shown at events.

Way of the Wolf



# Sakuya's plea for Help

## ACT 1

*A hundred years of peace and tranquility were shattered one day by an unknown adventurer who stumbled into the sacred Moon Cave. With no way of knowing the consequences of his actions, he removed the Tsurayomii sword from its rocky stand and unleashed a powerful dark spirit sealed below. The man fled the Moon Cave at once, but there was no escaping the silhouette of the force now giving chase. Fearing death, the man uttered the one sentence that must never be spoken. He wished for darkness to spread unto the world and the multi-headed beast that loomed over him wasted no time in seeing that his wish be fulfilled.*

*The spread of darkness was rapid. But while the sun was blotted from the sky and trees felled in a fiery heap all across Nippon, there was one area that stood strong. Thanks to the protection from a sacred tree, the small settlement known as Kamiki Village repelled the spread of darkness.*

*But eventually even the tree's guardian, the Wood Sprite Sakuya, needed help defending against the spreading calamity. She returned to the shrine honoring Shiranui and made a plea to the heavens. The heavens responded in the form of a white wolf known as Okami Amaterasu. It has been a century since Orochi was slain, but just as it was with Shiranui so many years ago, the god has returned to help the people of Kamiki Village once again.*

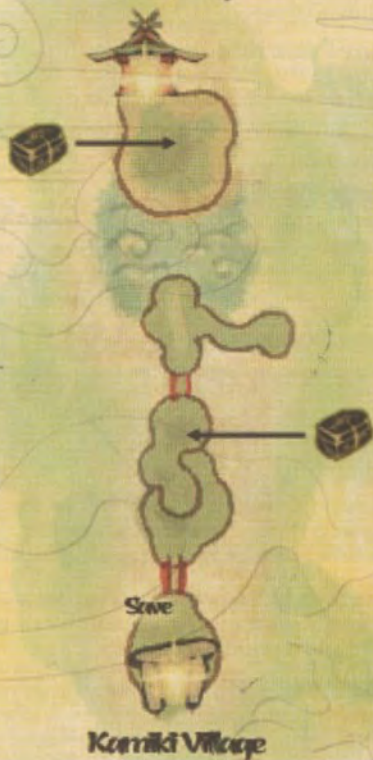


# CUT DOWN THE PEACH

## OBJECTIVES

- Learn the Rejuvenation brush stroke.
- Get the River of Heavens flowing again.
- Learn Power Slash.
- Cut down the peach.

Cave of Nagi



River of Heavens

Cave of Nagi



Cave of Nagi



## RIVER OF THE HEAVENS

32

The player takes control of Amaterasu

on a small patch of land

surrounded by an invisible barrier. There is nowhere for her to go but into the light at the base of Sakuya's tree. This leads to a series of sky islands where Issun teaches Amaterasu about using the camera, saving her progress at Origin Mirrors, and breaking pots by pressing **○**. Cross the bridge and take a minute to smash each of the clay pots to begin collecting Yen.

### A Smashing Success!

*Clay pots and statues can be found throughout nearly every area and building in Nippon. It's always a good idea to smash these objects (or any breakable object for that matter) as they often contain Yen, Food Bags, and even Spirit Globes. And while a few Yen here and there may not seem like a lot, it can certainly add up! Also, it's not uncommon for previously-broken pots to contain additional Yen on a return visit through an area. Consider breaking the same pots every time you pass through an area.*

Head north around the hillside to the cliff and listen to Issun's instructions on performing a Wall Jump. Leap toward the wall while pressing the Left Analog Stick toward the cliff face, then press **○** a second time to leap again. Tackle the chest by pressing **○** to gain a **Holy Bone S**.

The bridge up ahead has been destroyed, but Issun knows the Rejuvenation brush technique and can fill it in. This skill allows him to use the brush to replace missing objects, or even to repair broken structures like this bridge. Cross the bridge and head up the hill to the right.

### LEARN THE REJUVENATION BRUSH STROKE



Issun points out the constellation in the sky. It resembles a dragon, but is missing a star where the dragon's head should be. Issun's attempt at drawing in the missing star doesn't work. Hold the **R1** Button, then move the brush over each of the existing stars with the Left Analog Stick. Press **○** to paint a dot over each of them. Finally, paint a fifth dot where the head of the dragon should be to complete the constellation. Doing this frees Yomigami, the god of Rejuvenation, and grants Amaterasu the powerful technique earlier displayed by Issun.

## GET THE RIVER OF HEAVENS FLOWING AGAIN



Approach the northern edge of the sky island and use the Rejuvenation brush stroke to paint in the missing stardust. Hold **R1** and use either **○** or **○** to paint a magical stream across to the island to the north. It doesn't have to be especially neat, just make sure that the ink connects the blue starry water near Amaterasu and the distant land. It's possible to widen and lengthen this river in successive attempts.

Collect the **Astral Pouch** from the chest up ahead and smash the pots to begin filling it with fruit. These various foodstuffs will fill the Astral Pouch in varying amounts. Once full, the pouch will serve to resuscitate Amaterasu should she die in battle.

## CAVE OF NAGI

Travel north along the narrow path, across the river, and past the waterfall to the entrance to the Cave of Nagi. A statue has been erected here to honor Nagi, the fearless warrior who helped slay Orochi.

### LEARN POWER SLASH



Stand on the rocky ledge in front of the giant statue and use the Rejuvenation technique to paint a vertical line upwards from the hilt of the statue's sword to repair it.



Issun will notice another constellation in the sky above the statue. Use the brush to paint dots atop the five stars, and then add a sixth at the end of the line extending to the left. This frees Tachigami and grants Amaterasu the Power Slash technique. With

this powerful ability, she can return to the Sakuya's tree and cut down the peach! Start by using this new ability to slash through a nearby boulder, then again to demolish the wooden gate at the cave's exit.

Amaterasu will encounter her first battle on the way back from the Cave of Nagi. Use the Divine Instrument on her back to attack and stun the Green Imps by rapidly attacking (pressing **○**). Watch for the enemies to turn black and white—this is their stunned state—and use the Power Slash to finish them off. The faster Amaterasu completes the battle and the less damage she suffers at the hands of the Green Imps, the larger the bonus will be. Also, building larger combos and finishing off the enemies with a single Power Slash results in better dropped items at the end of the battle.





Return the way you came to the River of the Heavens and utilize the Origin Mirror at the southern end of the area to save your progress. From there, return through the light to Sakuya's tree.

## CUT DOWN THE PEACH



Sakuya's tree stands at the northern end of Kamiki Village and contains the spirits of the villagers in its giant fruit. Stand back from the tree and use the Power Slash brushstroke to cut the stem of the peach. Upon crashing down to the ground, the peach bursts open and a wonderful bouquet of color and beauty sweeps across the land!

## KAMIKI VILLAGE

Amaterasu finds that Kamiki Village isn't quite back to normal yet. Despite the surge of flowers and positive energy released from the peach, the villagers are all turned to stone. After approaching several statue-like villagers, Issun decides to get a better view from high above the village. Follow the arrow to the top of the mountain near town, then step out onto the wooden viewing platform.



Issun's wish for Amaterasu to have the power of creating sunlight has come true—actually, she had that ability within her all along. Walk to the end of the viewing platform and paint a circle on the black sky. It doesn't have to be perfectly round, as long as the two ends close to form a ring.

Shortly after the sunlight begins to cut through the darkness, Amaterasu is met by one of the village elders, Mr. Orange. Just as he begins to annoy the great white wolf, some Green Imps attack. Defeat these three monsters to bring the god's power back to the land. This *Divine Intervention* causes the nearby spring to flow again, allowing flowers and wildlife in the area to return.

**Sakuya's  
Plea  
for Help**

## DESTROY THE BOULDER!

### OBJECTIVES

- Talk to the Merchant.
- Bring the Sake to Susano.
- Destroy the Boulder.



### Earning Praise

There are a number of ways to earn Praise, such as clearing enemies from an area, feeding the animals of the land, or by completing various tasks and missions. Praise is used to upgrade Amaterasu's most important features. Be sure to earn all the Praise you can!





Collect the **Feedbag (Seeds)** from the chest that appears near the spring, then use this newfound food to feed the sparrows around the bend. Amaterasu will have to approach slowly to avoid spooking the birds, but she can earn extra Praise for feeding them. Feeding animals is one of the easiest and most lucrative ways to gain a lot of Praise during the adventure.

### SIDE-MISSION: DIG UP THE TURNIPS

Head to the village and speak with the lady tending to the crops in the small farmer's field, then talk to her son, Mushi. Mushi challenges Amaterasu to beat his dog, Hayabusa's, record of nine turnips. If Amaterasu can dig up all 10 turnips from the farm without getting knocked on the head by Mushi's Mama, he'll admit Amaterasu is the better canine.



Run to the turnip patch and quickly tap  near one of the turnips along the edge of the garden. Amaterasu has to dig up all 10 turnips before Mushi's Mama runs over and slugs him (all turnips are reset if she lands just one punch). Run around the garden and use the Power Slash on her to avoid being hit. There is no time limit to this side-mission, but Amaterasu mustn't leave the garden or else the turnips will reset. Don't be afraid to leave a turnip partially dug up and return to it later. However, avoid leaving a turnip on the ground uneaten, as it will disappear after several seconds. Once the tenth turnip has been unearthed, pick it up by pressing  and bring it to Mushi to claim your Praise.



## Underwater Treasure

Don't just look for treasure chests on the islands and along the cliffs—they're underwater, too! Several can be found in Kamiki Village. To access their contents, stand on the bank of the river and use the Power Slash brushstroke to open them. Gather up the items that float to the surface before they disappear.



## SIDE-MISSION: HELP DRY THE LAUNDRY



Talk to Mrs. Orange on the dock. She's trying to do the laundry, but cannot dry anything without a pole to hang the wet clothes on. Use the Rejuvenation power to replace the drying pole by painting a horizontal line between the two upright poles near the dock. Mrs. Orange will be thankful for the appearance of her drying pole, but she'll then express her dismay that the sun is so far away. Step back and draw a circle in the sky to make the sun appear closer. In addition to earning Praise, Mrs. Orange will also invite Amaterasu back to her house at nighttime for some Cherry Cakes.



## Nighttime Digging

Although there are certain glowing spots on the ground that appear during the day (where the Clovers are), there are others that appear only at night. Look for these special areas when darkness falls and dig up the secret treasures hidden under them. For starters, one of these circles of light can be found in the turnip field. Yet another is behind the screen in Mrs. Orange's house!

## TALK TO THE MERCHANT

The southern road out of town is currently blocked by a huge boulder that the Merchant needs to move. Upon talking to him, Amaterasu is attacked by Green and Red Imps. Use the Power Slash to strike the strings of the Red Imp's musical instrument, thereby destroying it and preventing it from being used as a shield. Winning this battle cleans away the evil in this area of the village and earns Amaterasu +30 Praise.

## Enhancing the Divine Attributes

With enough Praise, it's possible to enhance Amaterasu's Divine Attributes. This includes: Solar Energy, Ink Pots, Astral Pouch, and Purse. Take this time to boost your Solar Energy and add one-fourth unit of life energy for a cost of 50 Praise.



With the beasts defeated, the Merchant requests that Amaterasu bring Susano to see him. Follow the arrow to the house down the hill to the north and go inside. Use the Power Slash technique to break the large jug and drop into the basement. Wake up Susano by tackling him, then carry your human cargo to the Merchant.

## BRING THE SAKE TO SUSANO



Susano says he's going to his training grounds to prepare to smash the boulder, but all he really wants to do is drink sake. And he can't even do that since he ran out. Perhaps if Amaterasu brings him more sake, he'll help the Merchant? Head across the bridge and speak with Kushi in the rice field. Kushi is having trouble making sake because the waterwheel on the mill is broken. Help her out by using the Rejuvenation brushstroke to fill in the missing parts of the waterwheel.



With the mill repaired, head inside and speak with Kushi once again. As a sign of gratitude, she hands over some leftover sake called **Vista of the Gods**. Pick it up by pressing **△** and bring it to Susano.



## DESTROY THE BOULDER



Now that he has his sake, Susano is ready to commence training. Of course, his Tohenboku sword isn't really as powerful as he thinks it is. Nevertheless, Amaterasu must allow Susano to think he's capable of great things. Watch as Susano attempts to slash through each of the training dummies and quickly use the Power Slash brushstroke to destroy the objects for him.

Thanks to Amaterasu, Susano takes off running toward the boulder blocking the Merchant's path. Use the Power Slash one more time to help him break the boulder. With the giant rock smashed, Susano takes off in search of action and adventure while the Merchant sets up shop. Take a minute to sell him any of the treasures you've collected thus far, then use the profits to buy plenty of feedbags and other items of your choice.

## SIDE-MISSION: ELIMINATE THE FOUL BEASTS



Don't leave Kamiki Village just yet! Instead, return to the base of the mountain path and talk to Komuso, the flute playing monk near the umbrellas. This man senses enemies nearby. Each time Amaterasu speaks with him, she'll be thrust into another battle against three Green Imps. Defeat these beasts in 12 seconds or less to receive Praise. The good thing about this side-mission is that the battle is over very quickly and Amaterasu earns more and more Yen each time she attempts it.

# GUARDIAN SAPLING TROUBLE

## SHINSHU FIELD



Shinshu Field contains a Guardian Sapling, but it's in terrible shape. The curse has spread across the land and infected much of Shinshu Field. Even though Amaterasu can approach the tree, there's little she can do at this time. Hence, follow the main path north to the Nameless Man and speak

with him. The green Demon Scrolls wandering about the uncursed land represent enemies looking for a battle with Amaterasu. Although you can easily avoid many of these encounters, fighting is a great way to earn Yen—not to mention a good source of combat practice and way to build up your godhood level.

The Nameless Man is pretty bummed out at the loss of his artist's workshop, not to mention the declining beauty around him. He also mentions a crystal ball in Hana Valley that might help solve the problem. Follow the river into the cave toward Hana Valley—there's not much Amaterasu can do just yet at Shinshu Field to help the Guardian Sapling.

**Sakuya's  
Plea  
for Help**

# SECRET OF HANA VALLEY

## OBJECTIVES

- Remove the boulder blocking the path.
- Get the crystal ball.
- Revive the Sacred Cherry Tree.



Shinshu Field



## HANA VALLEY

Take the **Traveler's Charm** from the chest and continue north to the gathering of beasts. Quickly beat back the Green and Red Imps with a series of combo attacks and Power Slashes for a big bonus.



The area beyond the small tunnel contains trees that throw their fruit at Amaterasu. Stand back from the tree while each one does its wind up, then press the R1 Button to stop the tossed fruit mid-flight. Hit the fruit with a Power Slash to knock it back at the tree. This effectively stuns the aggressive plant. Perform another Power Slash to cut the tree in half or just run past while it's safe to do so.



Amaterasu eventually encounters another batch of enemies near a wall with an important symbol etched onto it. Ignore the wall for now and concentrate on the enemies that appear. Defeat the Yellow Imp by moving behind it as it emerges from the ground, then quickly hit it with a combination attack to stun it. Use the Power Slash while it's stunned to destroy its drum.

### REMOVE THE BOULDER BLOCKING THE PATH



With these enemies out of the way, Amaterasu notices that Susano is just up the trail, pushing against an immovable boulder that blocks the path north. Although the Power Slash won't help destroy this particular boulder, the Sunrise ability will. Stand on the ledge across from the drawing on the

rock wall and paint a circle where the sun should be. Once the wall painting is completed, the power of the sun's inclusion in the painting bursts the boulder and makes the upper part of the Hana Valley accessible.

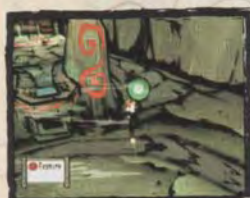
### GET THE CRYSTAL BALL.



Power Slash the wooden barricade to the left of the Sacred Tree sprout and follow the path to the cave where Susano has fled. The "greatest warrior of all time" has found the crystal ball that the Nameless Man spoke of, but there's a bear standing on top of it.

Use the Power Slash to assist Susano in destroying the four torches, then once again to knock the bear off the ball. Susano immediately runs off to supposedly slay another foul beast, thus leaving Amaterasu with the crystal ball shown in the wall painting.

### REVIVE THE SACRED CHERRY TREE



Push the crystal ball out of the cave where the sleeping bear lies and back to the main room to the east. Once there, carefully roll the ball up either of the two ramps and into the small pool of water. It becomes a gushing fountain with the sphere in place, but there is still something missing—sunlight! Use the Sunrise technique once again to paint a sun in the sky beyond the waterfall in the distance. This brings the small sapling to life and causes it to grow into an incredible tree.



Another constellation then appears in the sky. Paint dots over the four existing stars and add a fifth star to the very top to release Sakigami from her slumber and grant Amaterasu the power of Bloom. Use your new ability to paint a circle around the withered tree and bring it back to life. This earns Amaterasu an additional 30 Praise.

The trek back through Hana Valley to Shinshu Field is far more colorful than it was just minutes ago, but there are still many enemies wandering about. Clear away the monsters to bring more flowers and animals to the area, and also to earn more Praise.

### In Full Bloom

Use the new Bloom technique to enrich each of the withered trees in the valley. Once all 12 with ropes and the four cursed trees that attack have blossomed, a chest containing a Sun Fragment appears near the wall painting. Amaterasu will gain +1 Praise for each roped tree and +3 Praise for each possessed tree that attacks.





## Digging Up Clovers

In addition to helping all of the trees in the area bloom, be sure to Wall Jump up to the tiny ledge overlooking the river (just beyond the bridge) and dig up the Clover there. Use Bloom to bring the Clover to life and gain additional Praise. Refer to our maps throughout the walkthrough portion of this guide to find all of the Clover locations in Nippon.



## GUARDIAN SAPLING TROUBLE (CONT.)

### OBJECTIVES

- Revive the Guardian Sapling.

## SHINSHU FIELD

### REVIVE THE GUARDIAN SAPLING



Talk to the Nameless Man about the cleared-up river and follow the main path to the Guardian Tree in the center of Shinshu Field. Use the Bloom technique to revive the tree and expel the cursed darkness from this area. Amaterasu will gain +30 Praise for completing this task.

## Shinshu Exploration

Issun will try to convince Amaterasu to hold off returning to Kamiki Village and seeing Sakuya—and you can if you want—but sometimes it's a good idea to fully complete one mission before embarking on another. For this reason, we recommend heading back to Kamiki Village at this time.

## SACRED TREE REBORN

### OBJECTIVES

- Use Bloom on the 15 trees.
- Dance the Konohana Shuffle with Mr. Orange.

Sakuya's  
Plea  
for Help

## KAMIKI VILLAGE

### USE BLOOM ON THE 15 TREES



On the way into town, you'll no doubt notice Komuso hopping around near the bridge. He mentions how many trees have yet to bloom. There are 15 altogether in Kamiki Village—seven near the village and eight more on the spiraling path to the top of the mountain—and he'll help you track your progress. Move through the town from the area by the river to the top of the mountain while using the Bloom brushstroke on each of the trees.

### Chest Slashing

Once at the top of the mountain, look over the edge to the left of the sacred deck and locate the two chests on the wooden structure. Don't bother trying to jump toward them. Instead, use the Power Slash to open them.

With some luck, the contents inside will fall to the ground and Amaterasu can leap down to get them. The items don't always drop on the first try, but don't give up; just keep at it. Fortunately, if Amaterasu doesn't collect the item, it automatically returns to the chest and she can try again.



## DANCE THE KONOHA SHUFFLE WITH MR. ORANGE

Mr. Orange is waiting patiently atop the sacred deck, peering out to the north for a sign that the great Konohana tree is ready to answer his questions. Although he has been practicing his dance for a considerable time, it's of little use until all 15 withered trees in Kamiki Village have blossomed. But once that's done, Mr. Orange will be able to get his groove on and bring back the great tree's spirit.



# SHINSHU ADVENTURE

## OBJECTIVES

- Destroy the Devil Gates.
- Learn new moves at the Dojo.
- Help the messenger, Ida.
- Bounty Hunting for Mika.
- Help the Pyrotechnist.
- Inspect the Moon Cave Entrance.

Hana Valley

Kamik Village

2x

Save

Moon Cave

Aqafa Forest

Shinshu Field

Help Mr. Orange by using the Bloom brushstroke to aid in making several of the Konohana tree's flower buds blossom. He'll take care of the first few on his own, but watch for the buds that don't immediately burst open with color. Quickly press R1 and paint a circle around these buds to make Mr. Orange's dance a success. With the Konohana tree in full bloom, the Wood Sprite Sakuya appears with all of her former energy and beauty and express her tremendous thanks for Amaterasu's efforts.



With Sakuya happy, Amaterasu has a chance at gaining another brush technique, as the constellation belonging to Hasugami soon appears. Finish the constellation in the sky to gain the Water Lily brushstroke. Issun leads the way to the water's edge where

you can paint a circle to make a Water Lily appear. Repeat this process to cross the water and reach the island with the chest on it. Open the chest to gain another **Sun Fragment**.





## SHINSHU FIELD

### DESTROY THE DEVIL GATES

Shinshu Field hasn't been swept of all evil just yet. There are still several small gates that contain large contingents of evil spirits. Enter these haunted shacks known as Devil Gates and defeat all of the monsters that appear within them to



cleanse the area surrounding each one. When the Green, Red, and Yellow Imps inside each of the Devil Gates have been defeated, Amaterasu will gain Praise; oftentimes, a chest will appear, as well. There are a total of three Devil Gates in Shinshu Field.

### LEARN NEW MOVES AT THE DOJO

Follow the trail to the top of the hill in the southwest corner of Shinshu Field and enter the Dojo (do so after selling your treasure to the Merchant). Onigiri Sensei is only willing to spend his time with those who have the Yen to cover the training costs, so don't expect much unless you have at least 5,000 Yen at this time.



That said, aim to learn the Fleetfoot God Technique (10,000 Yen) and the 4 Winds Reflector Technique (5,000 Yen). Doing so will allow Amaterasu to better dodge attacks and also attack with a lengthier combination attack. Amaterasu can practice Fleetfoot without any help, but learning 4 Winds requires her to destroy a training dummy multiple times with the combination attack. Continue tapping to hit the dummy with four consecutive attacks.

### HELP THE MESSENGER IDA



Locate Ida to the east of the Guardian Sapling and talk to him while in possession of a Traveler's Charm. Ida is a messenger for the Dangan Express and he seems to be unable to get up. Amaterasu automatically offers

him the Traveler's Charm and, with that, Ida bounces to his feet and speeds away on his delivery route. Fortunately, the Traveler's Charm isn't wasted—Amaterasu earns +10 Praise.

### BOUNTY HUNTING FOR MIKA

Head down the ramp toward Lake Harami and visit Mika inside the Moon Shrine building near the water. Mika is up in arms over the disappearance of the sacred sword from the Moon Cave, but also about the increased number of monsters lurking about. Take his "Wanted List" and head out in search of these monsters. According to Mika, these particular monsters only come out at night and can be seen all over Shinshu Field.



Upon leaving the Moon Shrine, there's a good chance that Amaterasu will run into Biwamaru the Vandal right away. It's just a Red Imp, not unlike the other ones that you've encountered. Defeat the beast and use the Power Slash brushstroke to cross its name off the Wanted List. Not every Demon Scroll you come in contact with at night will contain a monster from the Wanted List, but keep searching for them. Defeat them all to earn a reward from Mika. See our "Lupine Logbook" chapter for more information.

### HELP THE PYROTECHNIST

Tama is only available at night, so make sure to visit his seaside house after sunset. As the local pyrotechnist, Tama is responsible for the fireworks on Shinshu Field and he's in the midst of developing one called Midnight Wonder Boy, but he can't seem to get it to work. This is where Amaterasu comes in. Study the drawing on the wall and, when the time comes, use the Celestial Brush to duplicate it. First paint a circle; then a slash extending partly through it in the 2 o'clock position (this is done in two brush strokes). The result should resemble a cannonball with a fuse emerging from it.



### A Viewtiful Reference

Fans of other Clover Studios games will undoubtedly recall that "Midnight Wonder Boy" is very similar to the title of Episode 5 in *Viewtiful Joe*, which pit Joe against Alastor in a battle Movie Land will surely never forget, was dubbed "Midnight Thunder Boy".

Sakuya's  
Plea  
for Help



If done correctly, the skies will fill with color as the Midnight

Wonder Boy explodes in a dazzling spectacle of sparks and

light. Best of all, another constellation will appear. Fill in the two missing stars to unleash Bakugami and learn the Cherry Bomb technique. Use this new brushstroke to blast open the crack in the rock wall and find a secret chest containing the **Rat Statue**.



# HAVE WATER LILY, WILL TRAVEL

## OBJECTIVES

- Travel to Agata Forest.
- Have your fortune read.

### Find the Caves

There are other secret caves just like this one around the perimeter of Shinshu Field. Use the Cherry Bomb to blow a hole through each of them to find the secret chests contained inside.



### INSPECT THE MOON CAVE ENTRANCE



Travel southeast along the path, past the Moon Shrine to the entrance to the Moon Cave. Issun remarks that it doesn't look at all like it used to—which shouldn't come as a surprise! The Moon Cave is currently sealed off by a dark force and a purple impenetrable barrier. In fact, the entire area seems to have somehow been spoiled. Mika's hysterics were obviously warranted. There's nothing Amaterasu can do now, so head back to Shinshu Field.

### SHINSHU FIELD

#### TRAVEL TO AGATA FOREST



Climb the hill to the southern edge of Shinshu Field and use the Water Lily brushstroke to paint a series of water lilies on the water flowing through the cave. Leap and swim from one lily to the next to make your way underground to the Agata Forest. Once at the end of the cave, use the Cherry Bomb power to blast through the cracked rock wall and enter the forest.



## AGATA FOREST

### HAVE YOUR FORTUNE READ

Proceed down the path to the right and battle through the enemies in the Demon Scrolls to reach the cave beneath the banner. There are several chests engulfed in flames, along with a few other features of interest, but Amaterasu doesn't yet have the power to make use of them. Instead, visit the Origin Mirror and climb the stairs to the house. Inside, Amaterasu meets Madame Fawn, the fortune teller. For 500 Yen, she'll happily reveal your future. But why pay Madame Fawn for a tip when you already have our guide? Grab the Stray Bead from the chest inside her house and exit the cave.



### FIND THE SECRET CAVE



**Sakuya's  
Plea  
for Help**

## SAPLING OF AGATA FOREST

### OBJECTIVES

- Find the secret cave.

Return to the Agata Forest entrance and peer over the edge of the cliff. Directly below, a small waterfall flows out of a cave. Leap over the edge and down toward that waterfall. Amaterasu splashes down inside the cursed zone, so be prepared to quickly run into the cave leading to the northeast. Use a Cherry Bomb at the end of the cave to reveal the secret location of the Agata Forest Guardian Sapling. Use Bloom on the sapling to revive it. This sweeps the cursed zone from the forest and also earns Amaterasu +30 Praise.

Most importantly, however, it reveals a chest containing the **Devout Beads**. This is a second Divine Instrument for Amaterasu and one that not only extends her range, but also allows her to attack much faster. Equip the Devout Beads as your main weapon and the Divine Retribution as the sub-weapon. Doing so makes it possible to deflect enemy attacks with a well-timed tap of



### Konohana Visit

Each time a Guardian Sapling is revived, Sakuya's main tree (the Konohana tree near Kamiki Village) grows more fruit. Return to the northern edge of Kamiki Village and Power Slash the fruit to harvest it. Amaterasu can gain some special items in this manner.





# TAO MASTER WAKA

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Sword Throw	1 Solar Energy
Lunge Attack	1 Solar Energy
Sword Swipe	1 Solar Energy

Amaterasu doesn't get far beyond the exit from the cave before a strange man calls to them from the treetops. His name is Waku and his flute doubles as a sword named Pillow Talk. His comments about the spread of the curse suggest he's actually a good guy, but there's no time for explanations. Amaterasu must fight him!

The Devout Beads enable Amaterasu to string very lengthy combos together, which she should, but beware Waku's sudden sword throw. He'll make a second sword materialize in his left hand and hurl it at Amaterasu. Press **○** to block this attack with the mirror. Continue attacking with the Devout Beads and look for Waku to briefly turn black & white, then hit him with a Power Slash.

Once Waku has less than half of his energy left, he begins attacking with greater frequency. Stand further back from him and use the Fleetfoot ability to dodge his attacks. Counter a swipe attack by placing a Cherry Bomb next to him. Depending on how much health he has left, this will likely end the battle.

Waku reveals himself to be the protector of the Moon Cave. He is obviously as concerned with the release of Orochi's spirit as Amaterasu. According to him, the thief of the Tsukuyomi sword waited for Waku to travel to the Nippon capital before making his move. And ever since then, the curse has been spreading rapidly across the land. Although Waku is glad to hear that Amaterasu is working on cleansing the land, he is not impressed with Amaterasu's current fighting ability. She had better get stronger and more skilled to have any chance at returning Orochi to the Moon Cave.





# UME IS LOST

## OBJECTIVES

- Fish for the Ruins Key.
- Roll the round stone into place.
- Grow the mushrooms.
- Exorcise the locked gate.
- Cleanse the poisoned water.
- Climb the statue.

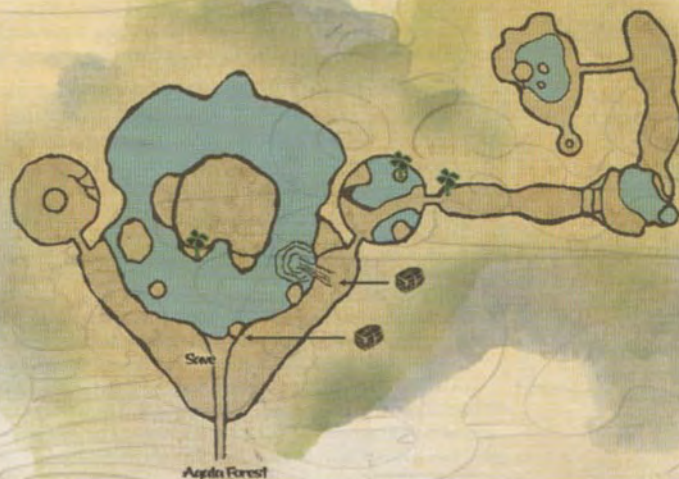


Tsuta Ruins (2nd lvl)

Sakuya's  
Plea  
for Help



Tsuta Ruins (3rd lvl)



Agata Forest

Tsuta Ruins

Tsuta Ruins (4th lvl)



## AGATA FOREST

Agata Forest is dominated by a large swamp with several small islands in it. Scour each of the islands while using the Bloom brushstroke to open each of the Giant Buds you encounter. These jelly-coated flower buds are impossible to open with brute force, but the helping hand of Bloom will coax them into revealing the chests within each one.

44

### FISH FOR THE RUINS KEY

The young boy on the southeastern island in the Agata Forest is upset because he lost the key to Tsuta Ruins in the Deep Abyss and he hasn't any fishing line or hooks to fish it out. Thanks to the Rejuvenation technique, Amaterasu can help him catch fish anyway.



Paint a line from the end of Kokari's fishing pole to one of the fish shadows you see in the water. Then, once the fish is hooked, tilt the Left Analog Stick in the opposite direction that the fish is swimming. Don't be too aggressive, though, or else Kokari will tire out and the fish will get away. Similarly, applying too little force will cause Kokari to get pulled into the water. Once the fish is ready to be hauled onto land, press the corresponding button that appears on the screen to yank it out of the water. Quickly hit it with a Power Slash to finish the job.

The third fish caught will be the Giant Salmon containing the **Ruins Key** Amaterasu needs to help Kokari find his dog, Ume. Kokari will try to take the Ruins Key from Amaterasu, but a quick tackle will knock it out of his hands. Pick it up and run off to the south toward the Tsuta Ruins entrance. Use the key to unlock the ruins and go inside.

## TSUTA RUINS

Utilize the Origin Mirror on the left once inside the ruins and inspect the white wall to the far left. Careful observers will notice that the wall appears to have arms and that it moves when tackled. But there's nothing Amaterasu can do with it now, so head back to the right.



the eastern side of the area while collecting items from the chests and Giant Buds along the way.

Use Bloom on the evil tree on the center island, but don't bother trying to get to either of these islands just yet. Not even the Water Lily technique can help Amaterasu reach them as long as the river is purple. Work your way to

The water in the small circular grotto to the east isn't putrid like the contaminated stuff in the main cavern. Because of this, Amaterasu will have no problem drawing Water Lilies on the surface to reach the glowing spot on the rock island.



Use the Wall Jump ability to continue eastbound to the circular cave with the waterfall. Paint a Water Lily onto the surface of the water in front of the cascade and leap across to the lowest ledge on the opposite side. From here, head north to the path leading onward.

### ROLL THE ROUND STONE INTO PLACE

Bloom the Giant Bud to get the **Steel Fist Sake** and inspect the large stone sphere nearby. It's too heavy for Amaterasu to budge just yet, so run down the incline toward the large bud-like beast at the bottom.



This particular creature can be pretty challenging to destroy because it's invulnerable to attack while its protective encasing is closed. No matter how high a combo attack you build up, you must always first remove the clear protective layer before you can even harm it. You can stun it with

the Power Slash or Cherry Bomb, or by simply hitting it over and over. Once the beast is prone, Issun will notify you when it's a good time to use the Bloom brushstroke on it. Doing this reveals its unprotected center. When the bud on it opens, immediately attack with the Devout Beads!

After defeating the Bud Ogre, the stone sphere transforms into a crystal similar to the one Amaterasu encountered in Hana Valley. Roll it down the hill into the depression in the center of the floor to weigh the switch down and open the door to the west.

### Power Slash the Statues

The statues positioned in a row around the switch each contains a modest amount of Yen, but rather than spending time smashing them one at a time with the tackle ability, just use the Power Slash to break them all open in an instant!



## GROW THE MUSHROOMS



Amaterasu must simultaneously contend with a pair of Bud Ogres upon entering this next area. Try to focus on just one of them at a time to eliminate half of the threat as quickly as possible. Use the Power Slash ability to knock their poisoned fruit back at them to stun them, then get to work with the Bloom ability and the Devout Beads.

Once these beasts are defeated, a log atop a hill loses its curse and a small bunch of mushrooms grows. Paint the Sunshine brushstroke in the sky to help the fungi grow large enough for Amaterasu to reach the upper level of the Tsuta Ruins.



Climb the mushrooms to the second level and head inside the narrow passage. Use a Cherry Bomb to break through the crack in the wall and continue to the west across the lengthy arcing bridge. The path beyond the gate ahead is narrow and curves in a counter-clockwise direction; but more importantly, it's incredibly brittle! It will crumble under Amaterasu's weight, so run fast and jump to avoid falling to the bottom of the cave. Such a plunge will cost Amaterasu one unit of Solar Energy, but she'll be replaced at the entrance to this area.

## EXORCISE THE LOCKED GATE



The curving path soon leads to a locked gate that Amaterasu cannot pass at first glance. Drop to the floor below and approach the white wall—this time, Amaterasu is on the right side of the object and it will speak to her. Blockhead is the Tsuta Ruins line of defense and serves to keep intruders out, but it does have its weakness. Tackle the Blockhead to reveal its weak points, revealed in black & white as two dots. Switch to the Celestial Brush and paint two dots over these weak points to fracture Blockhead. They change each time Amaterasu attempts to destroy it, so pay attention.



Next, an Exorcising Arrow appears in the center of the cave, along with a series of logs on the upper ledges. Grab the Exorcising Arrow and make your way up the spiraling walkway across the logs, back to the gate. The previously smiling lock on the gate will now exude pure terror as it knows the Exorcising Arrow is the one thing that can remove it.

Destroy the enemies in the area to the south and approach the broken bridge. Use the Rejuvenation brushstroke to fill in the missing section so that Amaterasu can cross safely and continue her counter-clockwise loop around the second floor of Tsuta Ruins. Use the Origin Mirror up ahead on the left before moving on.

## CLEANSE THE POISONED WATER

The next room contains a series of Devil Gates—each contains a host of dangerous enemies, including Bud Ogres, Imps, and Dead Fish.

Once the battle begins, focus your initial attacks on the lesser enemies as it's best to quickly reduce the number of monsters, even if the lesser ones aren't that deadly. This makes it possible to concentrate on the tougher monsters (like the Bud Ogres) without having to worry about being knocked around by the Red Imps, for example.



There are three Devil Gates in total. Once all of them have been destroyed, Amaterasu gains +15 Praise and another mushroom-covered log appears. Take a minute to make sure you've used Bloom on all of the Giant Buds in the area and that there is no additional Yen

or items to gain from the statuary in the area. With that taken care of, bring Sunshine to the sky above and climb the mushrooms to the upper ledge. Collect the Tsuta Ruins Map from the chest and smash each of the four fountains on the ledge. These fountains are the source of the poisoned water in Tsuta Ruins. With their destruction, Amaterasu can now swim freely in the main cavern.

## Map Reading

Now that you have an actual dungeon map in your possession, you can view the Tsuta Ruins map in the Fan Menu and inspect different floors at any time to see how they overlap and connect. This makes it much easier to navigate the area.

**Sakuya's  
Plea  
for Help**



Jump into the waterfall and allow the current to wash Amaterasu over the falls and into the cavern below. Paint a series of Water Lilies in the water and gradually make your way to the second falls leading down to the initial entrance cavern. Once there, explore the islands in this area to uncover the Clovers and to gain the items from any remaining Giant Buds. Then, with the area cleared of items, head inside the cave at the base of the statue.



### CLIMB THE STATUE



Find each of the skulls in the grass inside the base of the statue and perform the Bloom brushstroke on each of them to quickly cleanse the area of evil and gain additional Praise. Once the two cursed areas have been restored, the bud atop the vine in the center of the area opens and another constellation appears in the sky.



Tsutagami grants Amaterasu the Vine brushstroke, providing the ability to reach the opened Konohana Blossoms fluttering above the ground inside the statue. To do this, paint a curly line from the blossom to Amaterasu's body. Draw Vine after Vine to climb the interior of the statue up to the third level of Tsutu Ruins.

Amaterasu will emerge high up on the side of the statue, but still have a ways to go to reach the top. Run clockwise up the side of the statue until the next Konohana Blossom comes into view, then use the Vine technique to continue the ascent onward and upward to the top of the statue. Once atop the statue, draw a Vine from each of the nearby Konohana Blossoms to the hook nearest it. When all of the hooks are connected, the Konohana Blossoms rise up and yank the lid of the statue off.



Drop inside the statue and use the Power Slash technique to destroy all of the statues in the room and gain a wealth of Yen and food. Visit the Origin Mirror after doing this to save your progress. The long corridor up ahead leads directly to a mighty boss creature, so prepare yourself for a tough fight!





# SPIDER QUEEN

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Foot Stomp	1 Solar Energy
Webbing Spray	1 Solar Energy
Trample Attack	1 Solar Energy
Bounce Attack	1 Solar Energy

The Spider Queen is too large to harm with traditional attacks. Instead, Amaterasu must wait for her to make herself vulnerable. Stay on the move to avoid her webbing attack and watch for her to lift one of her giant feet up and stomp the ground with it. Leap over the resulting shockwave when she does this.

Before long, the Spider Queen extends a bit of webbing toward the ceiling and starts to climb upwards. Quickly use the Power Slash to cut the webbing, thus causing her to fall and become stunned. This is your chance to attack! Draw a Vine between the nearby Konohana Blossoms and the hooks on the underside of the Spider Queen. You must make the connection between two of them. The Spider Queen will regain consciousness pretty quickly, so keep the R1 Button depressed while rotating the camera for a better view—this will keep time frozen and prevent her from getting up too soon.

As the battle continues, the Spider Queen also starts to attack by leaping high in the air in attempts of landing atop Amaterasu. Another potent attack of hers involves throwing powerful spheres of webbing from multiple feet. Avoid this attack by sprinting around the perimeter of the area.

Fortunately, there's also another way to stun her. Watch for her to point a large bud-like object up toward the sky. This is the one vulnerable part of the Spider Queen that can be hit with a Power Slash to stun her. Quickly do so and proceed to tie her to the Konohana Blossoms. Once you accomplish this, the large bud-like body of hers will fall open, revealing a number of eyeballs. Use the Power Slash repeatedly to slash at these eyes and finally inflict damage on the Spider Queen. Amaterasu has to slash each of the eight eyeballs at least two or three times to destroy them and slay the Spider Queen once and for all.



B  
O  
S  
S  
  
F  
I  
G  
H  
T

Sakuya's  
Plea  
for Help



## Act 1: Conclusion

As the Spider Queen's corpse begins to transform into a beautiful flower blossom, the Divine Instrument Snarling Beast is revealed and claimed by Amaterasu. Also, Kokari's dog, Ume, is found calmly sleeping inside the Spider Queen. Amaterasu punctuates the completion of this stage of her quest with a celebratory howl toward the heavens—there are many more adventures to come.





# A Canine Crusade

## ACT 2


*Anaterasu and Issun successfully found Kokari's lost dog, Ume, only Ume didn't necessarily want to be rescued. He was trying to teach Kokari a lesson on courage and adventure and it seems to have paid off. Kokari is thrilled to have his dog back and realizes the error of his ways. Best of all, Ume found Kokari's father's missing fishing pole.*

*It's good to see a young boy find himself back on the right track to manhood, but there is still a lot of evil spreading across Nippon. Anaterasu must continue to cleanse the land and revive the Guardian Saplings if she's to ever find the person who removed the sacred sword from the Moon Cave.*



# A SON'S DETERMINATION

## OBJECTIVES

 Stop the Runaway Log.

### Return Trips

This is a good time to return to Kamiki Village and claim the treasures inside the Guardian Fruit on Sakura's tree. You can also use the Vine brushstroke to further explore the area. Similarly, if you haven't completed the Wanted List or cleared all of the cursed land from Shinshu Field, you should consider doing that now. Amaterasu will continue to gain new abilities that make it possible to revisit an earlier area and gain new items and treasure—doing this at the start of each new chapter is a good way to stay on top of everything.

### AGATA FOREST

Spend some time exploring Agata Forest more thoroughly if you didn't earlier. Use Bloom on the numerous Giant Buds growing near the water and eliminate the Devil Gates to cleanse the land of any remaining curses. In particular, climb the hill and enter the watery tunnel in the base of the tree at Hitoshio Spring to find a rather large cursed area inside.

Bloom the curse away to gain additional Praise and to reveal another Giant Bud.

### SIDE-MISSION: THE SLEEPY BEAR

Sleepy, the bear from Hana Valley, has moved to Agata Forest and is currently checking his eyelids for holes atop the cliff. Somehow, he's managed to fall asleep while balancing atop an acorn and Issun thinks that if you can find something else that's round, he'll wake up and talk.

Locate the green unripened acorn near the base of the path leading up the side of the cliff and carefully push it up the hill. Amaterasu needs to keep the nut near the rocky wall on the left, or else it will fall off the cliff and make for a very difficult trip. Put Amaterasu's nose against the center of the acorn and gently push the Left Analog Stick upward to nudge the nut along. Sleepy will leap onto the new sphere once you reach him, but he'll quickly fall back asleep. Although the +10 Praise was a nice bonus, Amaterasu must still find another object.

Locate the walnut slightly further down the hill, not far from Kiba, and push it up the hill next. The walnut is slightly more difficult to push up the hill due to its weight, but it can be done with care. Doing so earns Amaterasu more Praise, but Sleepy will once again fall asleep.

Head to the water at the base of the cliff and locate the beehive hanging from the tree, just below the Konohana Blossom. Power Slash the hive to cut it down and push it out of the water toward the wooden ramp. Pushing the beehive up the hillside is a lot tougher than the two nuts because it's much more prone to roll downhill. Try to use the boulder in the middle of the path as a resting point for the beehive while you prepare for the final push at just the right trajectory. Keep in mind that the beehive is very heavy and will quickly roll down the hill and into the water if left alone for even a second.





## TAKA PASS

### Timely Tree Planting

If the beehive starts to get away from you, quickly press the R1 Button and paint several dots on the ground downhill of the beehive to make a few trees temporarily sprout up. It might buy you just enough time to get the beehive back before it reaches the water.

50

### STOP THE RUNAWAY LOG

Follow the sign to Taka Pass to find Kokari near the water's edge. The bridge leading across the raging river has been washed out and Kokari intends to fix it to impress his father. The only problem is that Susano had a plan of his own and, thanks to him, Amaterasu and Kokari are now trapped on a log being swept downriver toward a waterfall!

You have 15 Ink Bottles (each time you press the R1 Button, you use one Ink Bottle in this scene) and 2:00 to bring the log to a stop. To do so, you must connect Vines from all six of the hook-like branches on the log to the Konohana Blossoms on the banks of the river. Drawing a successful Vine earns you an extra four Ink Bottles.



The log will sort of slide back and forth toward the left and right banks, so only look for Konohana Blossoms on one side at a time. Once one blossom zips by, the next will appear in roughly three seconds. Use the R1 Button to stop the action and draw a curly Vine from the Konohana Blossom to one of the branches on that particular side of the log—don't crisscross the log.



### It Gets Easier

The more failed attempts you have with this particular scene, the more time and Ink Bottles you'll have when you start again. So don't give up! Just keep trying and eventually you'll complete this challenge.



Taka Pass

Talk with the two men at the tea shop about the cursed zone that has spread across Taka Pass, then continue up the road toward the signpost on the left. The way to the Cherry Breeze tree is currently blocked by a rockslide, but Amaterasu can use the Cherry Bomb ~~brushstroke~~ to get past it. Enter the cave and head toward the spiraling walkway ahead.





# TAO MASTER WAKA

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Sword Throw	1 Solar Energy
Lunge Attack	1 Solar Energy
Dashing Combo	1 Solar Energy
Sword Swipe	1 Solar Energy

Waka has added a bit of speed and a somewhat lengthier combo attack to his repertoire, but he still fights similarly to how he did earlier. With the Snarling Beast as a main weapon and Devout Beads as a sub-weapon, Amaterasu can utilize both melee and ranged attacks. When in close, press **Ⓜ** to use Snarling Beast to attack Waka relentlessly and stun him into a black & white state. Quickly paint a Cherry Bomb next to him to deliver additional damage.

Amaterasu needs to stay on the move for much of the fight, however, as Waka's speed and range make him an effective combatant. Dodge the thrown swords and counter with the Ink Bullets of the Snarling Beast—paint multiple dots on Waka to do this. Leap over his sword slashes and move to the other side of the area to retaliate with the Devout Bead's ranged attack. Tap **Ⓜ** repeatedly to rapidly fire the beads at him and sneak in a little extra damage. Consider using the various Sake drinks during this battle to increase the amount of damage this particular attack inflicts.

B  
O  
S  
S  
  
F  
I  
G  
H  
T

A Canine Crusade





Tuck Waka's mention of the Serpent Crystal away in the back of your mind for now and continue up the walkway to the ledge high above the entrance to Waka Pass. Bloom the withered trees in this area and proceed to the wooden bridge. Use the Rejuvenation power to paint-in the missing planks on the bridge and cross to safety. Once on the other side, use Bloom to restore the Guardian Sapling and sweep the cursed zone from Taka Pass. This earns Amaterasu an additional 30 Praise (don't forget to return to Kamiki Village to cut down another fruit).



Leap down to the field below and clear away the enemies in the Demon Scrolls and Devil Gate to gain extra Praise and Yen. Save your progress at the Origin Mirror and approach the circular collection of mole hills to the west.

### SIDE-MISSION: WHACK-A-MOLE

Moley, the leader of the Molsters, controls this area of Taka Pass and doesn't want to let Amaterasu pass unless she beats him at their game of tag. There are a total of five Molsters in a circle and Amaterasu has to tackle Moley, the only one wearing blue. Although the Molsters aren't moving terribly fast, they still kick up a lot of dust. Zoom the camera out to get a better view of the dust trails and keep track of Moley. Tackle him when he reappears in one of the mole holes and continue on. Tackle him three times to complete the challenge and gain the **Teacup**.



Take the Teacup to the Tea Master near the entrance to Taka Pass so he can resume work. The Moles had taken the Teacup from him earlier, but thanks to your hard work, he can smile again. The Tea Master gives Amaterasu the **Golden Mushroom** as a reward.



### Play Again?

After one day/night cycle, Amaterasu can return to Moley and play "for fun." Moley and the Molsters will move about much faster this time, but whenever Amaterasu successfully tackles Moley three times, she'll be awarded a treasure. It's not easy, but you can earn plenty of valuable items this way.

Explore the Taka Pass area and defeat the enemies in the Devil Gates to restore some of the wildlife to the area and to clean the water in Mermaid Spring. Don't worry about the Sasa Traveler or Bingo for now; just do what you can in the area and climb the hill to Kusa Village.





## KUSA VILLAGE

Gale Shrine

Sene

Taka Pass

Kusa Village

A Canine Crusade

### The Great Ink Drain

Amaterasu's Ink Bottles begin draining as soon as she enters Kusa Village, but don't worry about it, as she can right this wrong soon enough.



Enter Kusa Village and approach the Merchant. Here, Amaterasu can buy the **Infinity Judge**, a new Reflector-type weapon that also judges evil. It's costly, but it's a worthwhile purchase nonetheless. Also, be sure to purchase a **Pinwheel** and additional **Gold Dust**, too. Talk with the villagers and continue up the mountain path toward the Gale Shrine entrance at the top.



Princess Fuse is standing alone in the middle of the yard, but it's a trap. Amaterasu must fight a pair of Green Imps, as well as a never-before seen Blue Imp. Leap into the air and use the Infinity Judge to knock the Blue Imp to the ground and finish them off together. It's not easy without ink, so you may wish to use a Steel Soul Sake. Defeating these enemies will end the curse put on Princess Fuse and erase the evil from Kusa Village—Amaterasu can now use Ink again!

After the battle, listen to Princess Fuse's lengthy story of the Gale Shrine, her family, and the Crimson Helm that has nearly killed her. After telling Amaterasu about the Canine Warriors, she'll outfit you with the **Canine Tracker** and send you on your way.

## CANINE WARRIOR HUNT

### OBJECTIVES

- Find Canine Warrior Rei.
- Find Canine Warrior Shin.
- Find Canine Warrior Ko.
- Find Canine Warrior Chi.
- Find Canine Warrior Tei.

#### FIND CANINE WARRIOR REI

Follow the Canine Tracker's signal back across the wooden walkway and leap over the edge on the right to land on the lower, out-of-sight section of Kusa Village. Draw a Cherry Bomb near the crack in the wall to the south and enter the cave to find Rei. Rei is a very hungry dog and won't be of much help



until Amaterasu feeds him some meat. Once his belly's full, he happily trots home to Princess Fuse. Smash the pottery in the cave to gather up some additional food and Yen, then head outside.





## Komuso Senses Evil

Talk to Komuso outside the cave where Rei was to enter into another timed-battle sequence. Each time Amaterasu speaks to him, another batch of enemies appears. Continue speaking with him (optional) until you have defeated this batch of enemies quickly enough to earn a treasure. Use an Exorcism Slip to speed up the victory to an acceptable time and earn a +15 Praise reward.



## FIND CANINE WARRIOR SHIN

Return to the center of town near the well and talk with the little girl by the cursed flower garden. Use the powers of Bloom to paint over the cursed area at the base of the stairs to make the flowers blossom. This also reveals

Canine Warrior Shin who, like Rei, is quite hungry. Feed him some meat and watch as he returns to Princess Fuse.

## FIND CANINE WARRIOR KO

Use the Konohana Blossom and the Vine brushstroke to reach the second level walkways of Kusa Village. Wall Jump from the walkway into the cave and follow it to Canine Warrior Ko. Once again, it takes just a small bit of meat to convince Ko to return to Princess Fuse.



## FIND CANINE WARRIOR CHI

Run down the curving path past Susano to the bottom of the hill by Mr. Bamboo's home. Locate the glowing tree beside his house and use the Power Slash to strike it in half. The fourth Canine Warrior, Chi, is sleeping inside the tree. All it takes is another meaty handout to return the fourth Canine Warrior to Princess Fuse.



## FIND CANINE WARRIOR TEI



## A Canine Crusade

Follow the Canine Tracker's signal back to Princess Fuse's house to find Canine Warrior Tei, the fifth dog that Amaterasu was sent to find. Tei is not about to just run home because some strange wolf told him to. No, he wants proof of Amaterasu's ability.

Tei will start to glow bright yellow before lunging forward with a snapping and clawing combo attack. Look for this glow and leap high into the air to avoid it. Quickly retaliate with a series of melee attacks and, if using the Snarling Beast or Infinity Judge, use the Ink Bullet technique to further damage him. Look for Tei to turn black & white, then dish out additional damage with the Power Slash.

## Feed Tei!

Just because he didn't say he was hungry, doesn't mean you should skip banding Canine Warrior Tei some meat. Remember to always feed every animal you see to earn a 100% completion in the animal registry.

Princess Fuse is delighted to have five of the Canine Warriors safely returned to her, but there are still three missing. She's marked their general locations on Amaterasu's map and would love for this friendly wolf to see them back safely. Spend some time exploring the rest of Kusa Village before heading back to Taka Pass—be sure to explore the cave behind Blockhead on the upper area.



## SIDE-MISSION:

## PINWHEEL FROM KUSA VILLAGE

You likely heard the Tea Customer mention that his wife was expecting him to return home with a Pinwheel from Kusa Village. Unfortunately, the cowardly Tea Customer was too scared to get one on his own. Help him out by purchasing one from the Merchant in Kusa Village on your way out of town. It only costs 1,000 Yen and the Tea Customer will repay your kindness with 10 Praise.

## TAKA PASS

Follow the path to the Sasa Village Gate and watch as the large boulder blocking the path miraculously disappears. This obstruction is said to keep out those with an impure heart, but clearly Amaterasu is fit to pass. Or maybe not. The Underlings of the Sparrow Clan guard the main entrance into their spa and they aren't about to let anyone in until their leader, Big Daddy Jamba, sees his daughter returned safely.

## REJECTION

## OBJECTIVES

- Rescue Jamba's Daughter.
- Escort Chun to Sasa Sanctuary.

There's been a lot of talk about the old couple in Taka Pass known as the Cutters, who are not only notorious for hating animals, but also have recently requested a birdcage from Mr. Bamboo. Seems like the missing member of the Sparrow Clan and this sudden interest in birdcages might be related. It's time to pay the Cutters a visit!



## RESCUE JAMBA'S DAUGHTER

Return to Taka Pass and wait for sunset. Approach the Cutters' house and climb the debris on the side of the house to reach the second floor room. Use a Cherry Bomb to blast through the boarded-up hole in the floor, then drop through it. Mr. Cutter is fast asleep, but Mrs. Cutter is sitting on the stool, hastily sharpening her knife. Grab hold of her by pressing and drag her into the moonlight. In the moon's glow, her true image appears on the wall as that of a monster!



Amaterasu leads Mr. and Mrs. Cutter outside for a fight.

They both reveal their true nature as two sword-wielding monsters. Attack with the Infinity Judge to stun them, then quickly Power Slash them one at a time when they turn black & white. This tactic breaks through their defenses and makes it possible to land a series of violent attacks. Watch for the other monster and leap out of the way of any lunging sword slashes. Ranged attacks from the Devout Beads won't inflict much damage, so focus on using the Reflector instead.





## ESCORT CHUN TO SASA SANCTUARY

Chun needs to get home, but there are still lots of monsters about. Head to the Sasa Sanctuary with her to make sure she makes it home safely. Chun disappears during battles, but reappears by Amaterasu's side once the battle has been won. At Sasa Sanctuary, Jamba is so thrilled to see his daughter returned, he doesn't chirp once, but twice! With Chun home, the boulder blocking the way to the sanctuary is removed and, more importantly, Amaterasu is granted entrance to the spa.

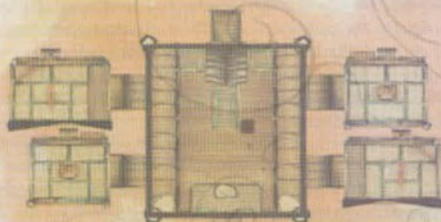
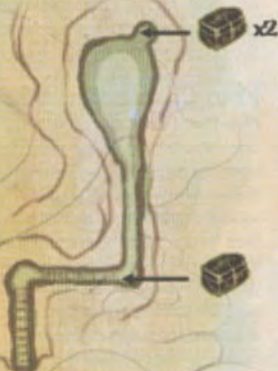


**A Canine Crusade**

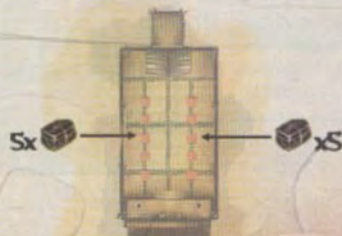
## SASA SANCTUARY



Sasa Sanctuary



Sasa Sanctuary



Sasa Sanctuary (3rd lvl)



Now that Amaterasu has made it inside Sasa Sanctuary, she must collect her reward from Jamba. Climb the stairs to the second floor and enter the first room on the left. Paint-in the missing eye on the large red doll to find a **Stray Bead** and note the Merchant's location—you'll have plenty to sell him soon enough. Scour each of the rooms on this floor for food, as Amaterasu should have a second Astral Pouch by this point.

Take the elevator to the third floor and cross the room to Jamba's throne. His underlings then reveal that the contents of the 10 chests spread across the room now belong to Amaterasu! Enjoy opening up the chests and laying claim to the many treasures and items within them. Now it's time to find that sixth Canine Warrior!



The hot spring digging game begins with 3:00 on the clock. Quickly use Bloom on the Giant Bud to the right to gain extra time, then dig straight down through the two sandy blocks beneath the starting point. Continue down and to the left to avoid the spiky blocks and use the Power Slash to cut back to the right. As long as you focus on keeping Mr. Bamboo away from the spiked blocks, you should make the descent without much trouble. Once at the bottom, Mr. Bamboo shows Amaterasu where to dig to recover the hot spring.

## REMAINING WARRIORS

### OBJECTIVES

- Restore the spring at Sasa Bathhouse.
- Find Canine Warrior Gi.

#### RESTORE THE SPRING AT SASA BATHHOUSE

Return to the first floor of Sasa Sanctuary and head down the long corridor to the bathhouse area. There, Amaterasu will find the very distraught Bath Attendant. After speaking with him a couple of times, Mr. Bamboo arrives and offers to help find the hot spring. Agree to help dig up the hot spring and pay attention to Mr. Bamboo's instructions.

Mr. Bamboo and Amaterasu venture underground in a 2D maze of blocks and traps. Dig through the sand-colored blocks by pressing and smash the dark brown blocks with to enable Mr. Bamboo to reach the bottom. Also, there are black blocks that cannot be broken, as well as spiked blocks that can cause harm. Be sure to use Bloom on the Giant Buds to gain additional time. Lastly, the Power Slash can be used to smash dark brown blocks and turn Mr. Bamboo around. Similarly, the Bloom brushstroke can be used on Mr. Bamboo to speed him up. Whenever Mr. Bamboo or Amaterasu is harmed by a spiked block, five seconds will be deducted from the clock.



Back above ground, Issun notices another constellation in the sky. Fill in the five points on the zigzag constellation to free Nuregami, the God of Water. Put the new technique to use by painting a line from the spring to the Bath Attendant to extinguish his fire. Follow Issun's instructions for using the power of Waterspout to create a Power Spring and reach the Clover on the cliff above the bath.

#### FIND CANINE WARRIOR GI

Now that the hot spring has been restored, Amaterasu must open the gate to the bamboo thicket. Use Waterspout to move water from the hot spring to the large bamboo tipping well on the left. Follow the trail up the path to Crybaby Tai and talk to him. The Canine Tracker soon reappears and guides Amaterasu further up the trail to where Take is hiding.



Study the flashing lights in the large bamboo trees, then choose a particular tree and stand in front of it. Wait for the tree to flash brightly, then quickly use Power Slash to cut it in half, thereby uncovering Tai's dog's hiding place.



Take isn't just the dog's only name, of course. His true identity is Canine Warrior Gi and he wants to brawl. Gi fights very similarly to Tei, but he's much faster. Watch for the flash of light to signal his lunge attack and leap out of the way. Use the Devout Beads and Snarling Beast to stun him and combo this with a Power Slash attack. The best time to attack Gi, as with Tei, is after he surges past Amaterasu and his back is turned. The Cherry Bomb is effective, as well.



After the fight, Canine Warrior Gi decides that he likes his life in Sasa Sanctuary and wants to stay there. He gives the **Duty Orb** to Amaterasu and embraces his life as Take. Feed Take some meat and return to the hot spring to talk to Mr. Bamboo. As a token of his appreciation for helping in the hot spring digging game, he gives Amaterasu a **Mermaid Coin**, which can be used to travel between Mermaid Springs. Toss the coin in the water and quickly warp from one Mermaid Spring to another.



## Fiery Chests

This is a good time to backtrack to a few previously-visited places that had some burning chests. The cave leading to the Guardian Sapling in Taka Pass has one such extinguishable chest (the other requires a different powder that Amaterasu has not yet learned) and there are also three more near Madame Fawn's house in Agata Forest.



Use the Mermaid Spring at Taka Pass to teleport to Hitoshio Spring in Agata Forest. Toss a Mermaid Coin into the water and swim toward the ripples in the center. You can then select your desired location from the map that appears.



## KUSHI'S DISTRESS

A Canine Crusade

### OBJECTIVES

- Fill the bucket with water.
- Help Susano defend Kushi.

## AGATA FOREST

### FILL THE BUCKET WITH WATER

Amaterasu emerges at Hitoshio Spring in Agata Forest, just steps away from Kushi. Kushi has a giant bucket that she must fill with water from the spring and carry back to Kamiki Village for the upcoming festival—it's used in a special sake she's making. She's upset because Susano usually helps her every year and he's nowhere to be found.



Stand back and use the new Waterspout brushstroke to fill the bucket. Amaterasu must use this technique three times to fill it completely to the brim.

### HELP SUSANO DEFEND KUSHI




Just as Kushi tries to lift the giant bucket, a monster appears out of nowhere to attack. In fact, quite a large number of monsters appear. Fortunately for Kushi, her not-so-secret admirer, Susano, isn't far behind. He immediately leaps into battle to defend her. Use the Power Slash brushstroke to ensure Susano's success against each of the monsters. Susano runs off immediately after the battle and Kushi must try to lug the giant bucket home by herself. Let her be for now, as Issun hears Kokari crying out for help.





# REMAINING WARRIORS

## OBJECTIVES

-  Catch the Whopper.
-  Find Canine Warrior Jin.
-  Find Canine Warrior Chu.

### CATCH THE WHOPPER

Cross Agata Forest to the Deep Abyss where you first met Kokari fishing. He's there again and, like before, he finds himself without fishing line. Talk to Kokari to learn about the giant Whopper fish he's trying to catch and about Ume. Amaterasu must once again help Kokari catch three fish, with the third being the legendary Whopper.

The fish are a bit harder to reel in this time around (especially the Whopper), so pay close attention to the direction the fish are swimming and make lengthy taps in the opposite direction with the Left Analog Stick. As the fish gets closer to the beach, you'll have to press the button that corresponds to the one that flashes on the screen. This causes Kokari to jerk the fish out of the water. The Whopper is such a massive fish that you must actually



Power Slash it twice before it can finally be reeled in.

The moon's reflection suddenly appears on the surface of the Deep Abyss, but there is no moon in the sky. There is, however, a constellation! Use the Celestial Brush to complete the nine points and free Yumigami, the God of Moonlight and bearer of the Crescent brushstroke.

### FIND CANINE WARRIOR JIN

Thanks to Amaterasu's great fishing skill, Ume was released from the Whopper fish. Except that Ume is not who everyone thinks he is—he's actually the Canine Warrior Jin and he wants to fight!


Canine Warrior Jin battles unlike the other dogs. He digs holes in the ground that serve to trap Amaterasu and cause her to lose her ink. Stay clear of these holes or you'll find yourself defenseless for several seconds while the Ink Bottles refill naturally. Another trick of Jin's is to leap around and leave small explosive footprints behind him. Avoid



Attack Jin with the Devout Beads as a main weapon and the Infinity Judge as a sub-weapon (it makes a great shield). Rack up lengthy combo attacks and switch to repeat Power Slash attacks whenever Jin is stunned. And, of course, consider using a Steel Fist Sake to increase the power of Amaterasu's attacks. With the battle won, Canine Warrior Jin hands over the **Satomi Power Orb** to Amaterasu and stays on with Kokari under the guise of a common pet dog named Ume.



### Feeling Golden

If you've been using your finishing techniques and continuously mashing  during the loading screens, you should have the requisite 50 Demon Fangs to trade for the Golden Lucky Cat. Equip this item as a Holy Artifact and watch as all of the items and Yen that appear during battles and exploration are instantly collected.

Pay a visit to the area near Madame Fawn's house and use the Waterspout power to extinguish the flaming chests near the Origin Mirror. Also use it to create a Power Spring so Amaterasu can reach the chest on the ledge high above the house. Leave Agata Forest through the tunnel that leads to Shinshu Field and talk with Kushi. She'll reward Amaterasu with a **Holy Bone L** as a belated token of appreciation for helping her collect the water. Continue on to Kamiki Village.



## KAMIKI VILLAGE

Ignore the marking on the map and the Canine Tracker for a moment and, instead, return to Sakuya's Konohana Tree and cut down the fruit. Doing so nets Amaterasu the **Golden Peach**, which automatically fills your Astral Pouch when used. Return to the heart of the village and speak with the dog.

### FIND CANINE WARRIOR CHU

Use the Crescent brushstroke to make sure it's nighttime before seeking the dog sleeping beside the turnip garden. As you may have expected, Mushi's dog, Hayabusa, is actually one of the Canine Warriors. And he wants to fight!



Canine Warrior Chu is a skilled digger and, although his holes can also temporarily trap Amaterasu and cause her ink to drain, that's not the only hazard. Chu digs so enthusiastically that the dirt becomes a harmful projectile weapon. Press with a Reflector as a sub-weapon to guard against the mud slinging.



Use the Power Slash to interrupt Chu's surging combo attack by striking with the Celestial Brush whenever he begins to glow. Use a Steel Fist Sake to increase the attack power of the Devout Beads and try to stun him with a barrage of attacks. As long as Amaterasu manages to avoid being hit with the dirt, she should come out on top by employing the skills acquired during the previous canine battles.

Canine Warrior Chu explains his role in Mushi's life as Hayabusa and gives up the **Satomi Power Orb** to Amaterasu. It's time now to return to Princess Fuse. Head to Shinshu Field and use the spring near the Dojo to return to Taka Pass. From there, head to Kusa Village and talk with the Princess. She had sensed something wrong with the three missing Canine Warriors, but is pleased to see that the eight Power Orbs have chosen Amaterasu as their new master. It's time to head to the Gale Shrine!



**A Canine Crusade**





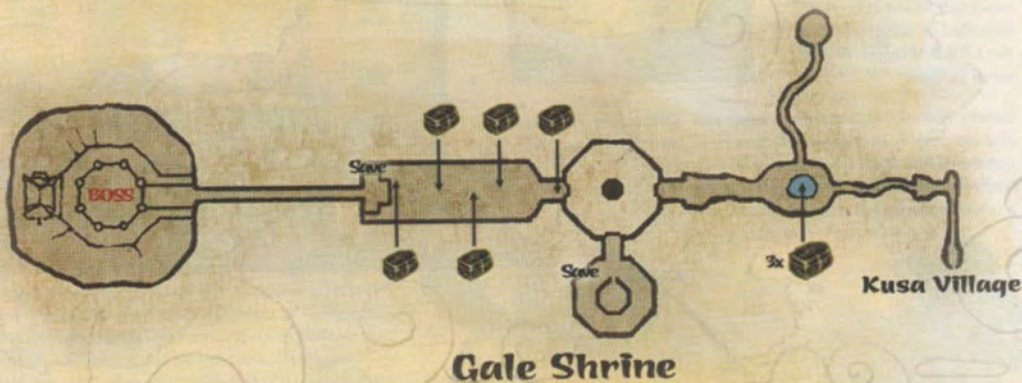
# DIVINE WIND'S CESSATION

## OBJECTIVES

- Reach the third floor.
- Restore the Divine Wind.

62

### GALE SHRINE



Gale Shrine (2nd fl)



Gale Shrine (3rd fl)



Gale Shrine (B1 fl)

Before Amaterasu can reach the Crimson Helm, she must first learn to harness the power of the wind and restore the Divine Wind to the region. Follow the path to the entrance to Gale Shrine and speak with Susano, who is already there, meditating. He won't stir much, so approach the door to prove your worthiness of entry to Yatsu, the spirit sent to guard the entrance.



## REACH THE THIRD FLOOR

Power Slash the three chests in the pool and collect the treasures that float up before heading through the corridor to the north. Enter the Devil Gate to battle the Chimera monster. This particular foe spews fire at Amaterasu and bounces around the area erratically while attacking with its tail. Use the Devout Beads to keep a safe distance from it and continue attacking until it's been stunned, then hit it with a Cherry Bomb to deliver the fatal blow. Collect the **Exorcising Arrow** and return to the pool.

Cross the L-shaped wooden bridge to the south and unlock the gate to the elevator. Save your progress at the Origin Mirror and step inside the elevator.

This particular lift is powered by Cherry Bombs. Draw a Cherry Bomb on the center of it and watch as the blast propels the elevator upwards. The elevator will only stay on one of the upper floors for a few seconds before plummeting back to the ground level, so be sure to exit promptly when you reach the desired floor.



Ride the elevator to the second floor and destroy the monster inside the Demon. Scroll to gain another **Exorcising Arrow**. Note the flaming chest outside, then re-enter the elevator shaft. Now that Amaterasu has the Exorcising Arrow, she can unlock the door at the third floor. Draw a Cherry Bomb to climb to the second floor, then draw a second one to blast the elevator further upwards to the third floor.



## A Canine Crusade





## RESTORE THE DIVINE WIND

Run past the fiery chest and climb the flights of stairs to the windmill mounted atop the Gale Shrine. Issun notices that the wind in front of the windmill is blowing in the wrong direction. Use the Celestial Brush to trace over the swirling wind currents, but in the opposite direction which it currently blows.



For the first wind current, paint from right to left. For the second wind current, paint the spiral starting from the outer end and spiral inwards toward the center. For the third and final air current, paint over the swirling wind from left to right. Completing these three drawings restores the Divine Wind to Kusa Village and gets the windmill moving again.

Another constellation soon appears. Use the Celestial Brush to paint the nine stars on the constellation (three are missing) to return Kazegami from the darkness. This grants Amaterasu the powerful Galestorm brushstroke, which can be used to move the wind about and extinguish fires. Try it out on the small windmill over the gate that leads back inside the Gale Shrine.



## Sun Fragment Found!

Head back inside and make a running leap across the staircase to the ledge beyond it where the chest is. This out-of-sight chest contains another **Sun Fragment**, which should give Amaterasu another full unit of Solar Energy.



Use Galestorm to extinguish the flaming chest on the third floor, then return to the second floor of the Gale Shrine and do the same there. Descend to the ground floor, then stand just inside the elevator entrance and use another Cherry Bomb to blast the lift platform out of the way—there's a small, circular basement floor beneath the elevator! Drop to the lower level and collect the items and Praise there. Step into the light to return to the first floor.



## DEFEAT CRIMSON HELM

### OBJECTIVES

- Reach the Crimson Helm's lair.
- Defeat the Crimson Helm.

### REACH THE CRIMSON HELM'S LAIR

Approach the L-shaped walkway with the small windmills and create a wind blowing from right to left with the Galestorm brushstroke. This makes the walkway rotate 90 degrees so that Amaterasu can proceed to the west.





Run past the toppled pillar and extinguish the flaming chest at the end of the room with a gentle breeze to claim the treasure inside. Return to the pillar and use a Vine to drop from the Konohana Blossom onto the beam near the eastern-most flaming chest. Amaterasu must cross the room while staying atop the beams to reach the entrance to Crimson Helm's lair. There are also several flaming chests accessible by careful walking and use of the Vine brushstroke with the multiple Konohana Blossoms. Be sure to check both the second and third levels of this area.

Once on the beam nearest the giant hanging scrolls, position the camera to look straight ahead toward the door to the Crimson Helm, then create a wind that blows from left to right with the Galestorm technique. A strong enough wind makes the scrolls fly horizontally and gives Amaterasu something to leap across to reach the other chests and, more importantly, the raised entrance to the lair. Continue through the hallway with the flaming statuary and use the Galestorm to extinguish the flames long enough to leap over the statues.



## A Canine Crusade

### Animal Feeding Alert!

There are some hard-to-see mice atop the beams nearest the entrance from the wooden walkway. Tip-toe over to feed them if you want to complete the Animal Tome 100%.





# CRIMSON HELM

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Stampede Charge	2 Solar Energy
Leaping Stomp	2 Solar Energy
Fire Sword	1 Solar Energy

The Crimson Helm is a large horse-like beast with heavy armor and a pair of giant fire-wielding swords. The beast's primary attacks consist of a galloping stampede attack in which it tries to both impale and trample Amaterasu simultaneously. This attack, like its leaping attack and sword slashes, is easy to avoid with a quick jump to the side.

To defeat the Crimson Helm, wait for it to move to the center of the arena and begin to attack with its fiery swords. Immediately use the Galestorm brushstroke to extinguish its inner flame. This effectively tires it out. A few quick hits with the Reflector will knock its armor from its body and leave it vulnerable to attack. And nothing does more damage to the Crimson Helm than the Cherry Bomb. If you act fast, you can hit it with two Cherry Bombs before it puts its armor back on.

The eight Satori Power Orbs hovering around Amaterasu protect her in case she gets hit from the Crimson Helm. They also help to reduce the damage she'd otherwise incur. Stay on the move to avoid the beast's attacks and watch for it to draw its flaming swords once again—don't bother attacking until then. Blow the flames out, knock the armor off, and finish the beast.

Just when it looks like the Crimson Helm has been defeated, six flaming dragon heads appear. But that's not all! Susano enters the fray and takes on the flaming heads by himself. Of course, he only thinks he can handle it himself. Use the Power Slash whenever Susano swings his sword to help him defeat these flaming beasts. Should you miss one of the heads with a Power Slash, Susano will stumble and repeat the entire process. You must help him slay all six in a row. The heads consistently sway from right to left, so always start the Power Slash as far to the left as you can.

With the six dragon heads defeated, Susano turns his attention to the Crimson Helm. Help him defeat this by drawing a Galestorm from right to left. Extend the Galestorm brushstroke from the tip of Susano's sword toward the face of the Crimson Helm to ensure that it works. You'll have to do this three times to get Susano's "Wind of Wrath" attack to work.



B  
O  
S  
S  
  
F  
I  
G  
H  
T





## Act 2: Conclusion

Susano may have helped defeat the Crimson Helm, but it didn't keep him from absolutely losing his mind. Nevertheless, Amaterasu is awarded the Life Beads Divine Instrument. Unfortunately while she is gaining new weapons, Waka makes off with the Serpent Crystal—apparently, he needs to bring it back to the Moon Cave to dispel Orochi's barrier. Something is definitely not right with Waka, and Issun is starting to wonder if Waka's intentions are as genuine as he lets on.

REWARDS	
TIME	
BAMMIE	
MONEY	7000 YN
BONUS	7000 YN
TOTAL	14000 YN

A Canine Crusade





A detailed illustration of a white wolf with red markings on its chest and legs, wearing a large, ornate golden mask with blue accents. The wolf is standing on a dark, swirling path. In the background, there are green leaves and a small house with the number 68.

68

Celebrating 100 Years

# ACT 3

*Amaterasu may have succeeded in defeating the Crimson Helm, but that didn't stop Waka from getting his grubby hands on the Serpent Crystal. Stealing a valuable piece of treasure would be bad enough, but Waka is also planning to remove Orochi's barrier from the Moon Cave. What reason could he possibly have for doing that? All Amaterasu can do at this point is hope that Waka's plan with Orochi has nothing to do with the Kamiki Festival. But since it probably does, she had better get after Waka and make sure he doesn't do anything he'll regret later. Susano is on the loose, but having two people lose their minds might be too much trouble for even a goddess like Amaterasu to deal with.*

*In the meantime, it's good to know that the Divine Wind has been restored and Yatsu's soul can finally find rest. Princess Fuse is deeply indebted to Amaterasu for all she has done. And although she has her hands full caring for the five Canine Warriors, she still sees to it that Amaterasu receives plenty of Praise.*



# FESTIVAL

## OBJECTIVES

- Take the scenic route.
- Attend the festival.

### TAKE THE SCENIC ROUTE



ability, she can cross the banners in Kusa Village to the two chests that were previously out of reach—one contains a **Sun Fragment** and the other holds a **Stray Bead**. She can also use Galestorm to put the well back in working order. This earns her +15 Praise from the Flower Girl.

Skip using the Mermaid Coin and, instead, travel on four paws back to Kamiki Village. On the way, stop off in Taka Pass to use the Galestorm brushstroke to blow away the leaf piles scattered throughout the area—there's a chest under each of them!

From there, stop in Agata Forest to blow away any leaf piles you see and to fish with Kokari. You're free to spend as much time fishing as you wish and Kokari allows you to keep all that you catch—a great source of Yen! There are numerous fish in the Deep Abyss of Agata Forest, but some are very difficult to snare. Hone your skills on the smaller fish, then go after the bigger ones by drawing a line from the pole to the largest fish under the water. With some practice, you'll net fish that sell for thousands of Yen.



How about some fishing?  
▶ Yes, sure. Not interested.



You caught: **Huchen**

Continue on to Shinshu Field and use Galestorm to blow aside the flaming leaf piles by the Dojo and Pyrotechnist's house to access the chests hidden there. Issun will want to return to Kamiki Village as soon as the full moon appears, but take a moment to visit the Merchant near the Guardian Sapling and sell the fish you've caught. Now it's time to join the others at the festival.

## KAMIKI VILLAGE

### ATTEND THE FESTIVAL

Amaterasu returns to Kamiki Village just as an angry mob begins to gather outside of Susano's house. It seems that Susano's exasperation has reached critical proportions and he's decided to drown his sorrows in the sacred 8 Purification Sake! It's the 100-year anniversary of the great battle between Nagi and Orochi and Susano has apparently drank the most important piece in the celebration. No wonder the villagers are out to skin his hide!



I am Susano, the greatest warrior who ever lived! "Kiccup"

As the sake takes hold of Susano's emotions, he finally confesses to having removed the Tsukuyomi sword from the Moon Cave that allowed Orochi to rise. Now it's too late for him to do much about it. Just as Susano finishes with his admission, the eight signs of Orochi appear in the sky and send forth an arrow—just like the legend proclaimed. Only this time it sticks into Kushi's house. Kushi knows what this means and isn't about to back down. She immediately runs home to grab the remainder of her Thunder Brew sake. With it (and Susano's help, hopefully) she intends to drown Orochi in sake so he can be slain once again.



My sake is my life. Surely it can intoxicate even Orochi!

## KUSHI'S DECISION

### OBJECTIVES

- Lead Kushi to the Moon Cave.

Chase Kushi toward Shinshu Field. Amaterasu will find her crying on the side of the trail, but she's not about to leave her there. Amaterasu flips Kushi up onto her back—if Kushi is going to the Moon Cave, she's not going to do it alone!

### LEAD KUSHI TO THE MOON CAVE

With Kushi safely on Amaterasu's back (along with her sake), you're ready to take her where she needs to go. Lead Kushi across Shinshu Field and down the ramp toward the Moon Cave. Don't worry about coming into contact with Demon Scrolls, as Kushi simply disappears until each battle has been completed.





Amaterasu  
and Kushi  
won't be the

only ones at the Moon Cave when they arrive; Waka is already there, waiting with the Serpent Crystal in hand. In fact, he even has a plan. Just as he uses the Serpent Crystal to dispel the barrier sealing Orochi inside, the eight-headed demon lunges forward and grabs hold of Kushi. Amaterasu quickly gives chase, just in time for Waka to reseal the Moon Cave's entrance—there's only one way out and it's through the defeat of Orochi!

Now that Amaterasu is inside the Moon Cave, there's just one way to go, and that's down! Leap from the broken staircase and plummet into the depths of the Calcified Cavern.



## KUSHI'S FEELINGS

### OBJECTIVES

- Get an Imp disguise.
- Rescue the chef.

### CALCIFIED CAVERN



Calcified Cavern

### GET AN IMP DISGUISE

The two Imps standing guard at the exit from the cavern aren't about to let any non-Imps through (although talking to them nets Amaterasu some extra food for her Astral Pouch). Head south into the Calcified Cavern and sniff out the chest on the path to the left. Continue on to the Devil Gate

and head inside. Amaterasu must defeat a Black Imp here. Use the Life Beads to make quick work of this beast while defending against its skull projectiles with the Reflector of your choice.



The destruction of the Devil Gate won't trigger the usual showering of flowers and Praise, but you do get a chest containing a **Mask**. Draw anything you'd like on the Mask, as it's going to be a disguise for Amaterasu throughout her time

in the Moon Cave—nobody said the Imps were smart. Use the Mask to trick the guards into letting you enter the Moon Cave.

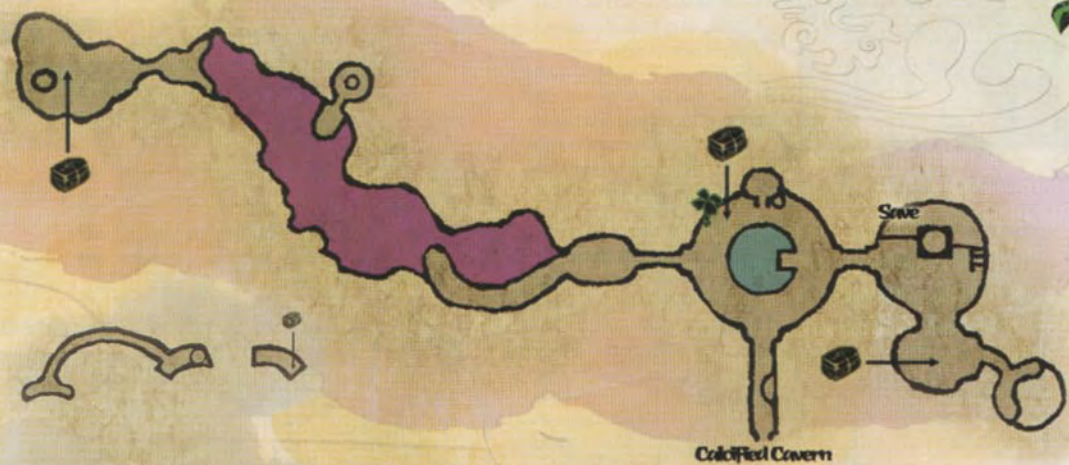
### Stalagmite Slashing

Use the Power Slash to break through the numerous calcium stalagmites growing up from the floors of the cavern. Most will yield food for Amaterasu, but some contain Yen and/or other items.

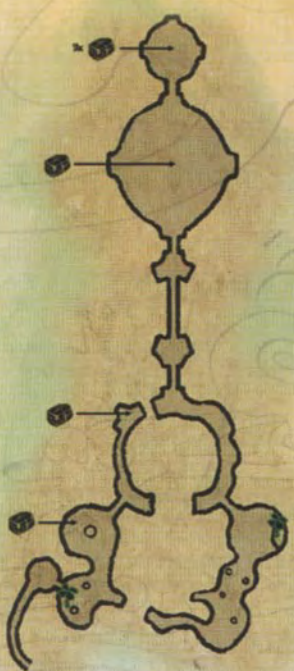




# MOON CAVE



Moon Cave



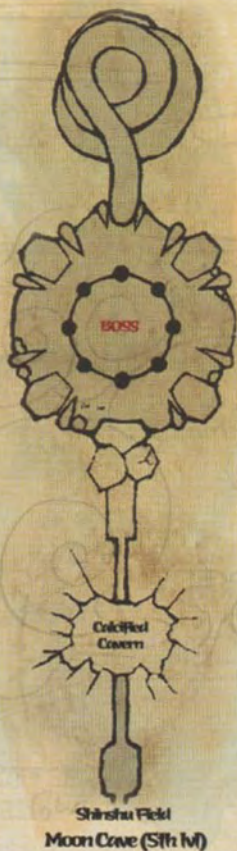
Moon Cave (3rd lvl)



Moon Cave (4th lvl)

Celebrating  
100 Years

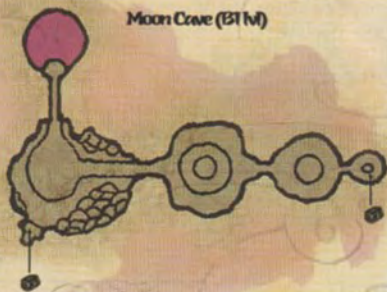




Shinshu Field  
Moon Cave (5th fl)



Moon Cave (31st fl)



Moon Cave (32nd fl)

### RESCUE THE CHEF

Amaterasu enters the Moon Cave on the first floor, near a pool. Ignore the water for now and head immediately to the right to access the cooking area of the Moon Cave. Talk to the Imp near the stoves on the right, then climb the staircase to the Origin Mirror. Save your progress and approach the edge of the balcony. Draw a pair of Vines from the Konohana Blossoms to the two hooks on the lid of the giant pot. This causes it to open, allowing the Chef to escape his stew!







### One Large Dungeon

Moon Cave contains seven floors, but the first level is the one Amaterasu must frequently return to because it contains the apparatus by which she'll most often move about. Make use of the in-game map screen to help orientate yourself.




# OROCHI'S APPETIZER

## OBJECTIVES

-  Find the Ogre Liver.
-  Find the Lips of Ice.
-  Find the Eyeball of Fire.
-  Find the Black Demon Horn.

### FIND THE OGRE LIVER



Proceed to the end of the calcium-covered ledge and draw a Vine to the first Konohana Blossom. The remaining Konohana Blossoms in this area are all upside-down, which means that Amaterasu will immediately fall through the inverted petals instead of being able to stand atop them. Press  to jump up and reach the Konohana Blossom, then quickly press and hold the R1 Button to draw a Vine to the next Konohana Blossom. Continue this process to cross the chasm.

### Hidden Cave, Secret Bud

Vine your way over to the Konohana Blossom hovering above the out-of-way ledge on the north side of the chasm. Once there, Power Slash the stalagmites and Cherry Bomb the cracked wall to reveal a cave containing a Giant Bud. The Vengeance Slip inside the Giant Bud comes in handy later on.



Power Slash the eyeball statue near the door to unlock the heavy barrier door, then head inside. Enter the Devil Gate and defeat the enemies to uncover a chest containing the **Ogre Liver**. Spend a moment Power Slashing the large boulders scattered about the cave. When you're ready, return to the far side of the chasm via the Konohana Blossoms.

### FIND THE LIPS OF ICE

Use the Waterspout brushstroke to create a Power Spring in the puddle of water near the locked gate and ride the water to the second floor of Moon Cave. Follow the tunnel to the balcony above the main room where Amaterasu was earlier. Create another Power Spring in the pool of water and ascend to the third floor.



Pass through the doorway to the north and cross the bridge to the far side. Once there, Amaterasu realizes that she can't do anything about the giant block of ice and must turn back. Unfortunately, the bridge can't handle such frequent use and collapses under her weight!



Defeat the Black and Red Imps inside the Devil Gate in the chasm beneath the broken bridge. A chest won't appear this time around, but a spring bubbles up in the basin to the left and Amaterasu will earn +30 Praise. Use the Waterspout brushstroke to fill the bamboo tipping fountain. This will cause a chain reaction that drains the water out of the central room (where the bell is) into this room. Create a Power Spring under the tunnel in the wall and proceed to the next room.

### Demon Fangs Galore

Use a Power Slash on the Black Imp immediately after defeating it—while its body is briefly convulsing—to finish it off. Unlike most other enemies, the Black Imp yields three Demon Fangs when a finishing move is applied.



Defeat the Red Imp and inspect the floor of the cave—Issun will sense wind flowing through the cracks beneath the large seal. Open it by Power Slashing the eyeball statue on the left, but don't jump through the opening. Instead, create a Power Spring from the dish of water on the side and return to the main room above.

### The Four Planters

Every time Amaterasu finds one of the four ingredients, another one of the four planters near the bell becomes active. The first planter yields a flower that Amaterasu can use like a trampoline to soar upwards through the air.

Celebrating  
100 Years



Step out onto the platform in the center and speak with the Imp near the crank. Since he's the only thing keeping it from descending to the bottom of the shaft (and he's not about to raise it without the appetizer the Chef is preparing), Amaterasu can use the Power Slash to knock him from his post and make the lift descend. Continue Power Slashing the Imp until you're all the way on the bottom of the shaft.



Enter the corridor at the bottom of the shaft and approach the four eyeball statues in the next room. Use the Right Analog Stick to position the camera so that a single Power Slash will strike all four eyeball statues simultaneously. Enter the next room and inspect the iced-over statue in the center. An Ice Mouth attacks Amaterasu, but it can be easily defeated by drawing Cherry Bombs around the perimeter of the battle area and waiting for it to roll into the explosion.



Once the Ice Mouth is defeated, the frozen statue melts and a fiery phoenix statue springs to life just as another constellation appears in the sky overhead. Fill in the seven stars to gain the Inferno brushstroke from the God of Fire. Practice by drawing a line from the flaming statue to the giant block of ice that barricades the door to the east.



Enter the next room and melt the ice beyond the platform to gain access to the cracked wall. Cherry Bomb the crack to reach the chest in the next room before riding the lift up to the main floor.

Follow the path to the Devil Gate near the wall of ice and defeat the two Ice Mouths to get the **Lips of Ice**. Use the torches on the wall to melt the ice wall. This puts Amaterasu back in the kitchen, where she can revisit the Origin Mirror for a pit stop.

## FIND THE EYEBALL OF FIRE

Return to the center room with the bell and dig up the Clover in the planter, then hop into the large flower and press **X** forcefully as it contracts like a spring. This propels Amaterasu high into the air. After some practice, use this flower to reach the balcony high above the floor, then create a Power Spring and ride it up to the third floor balcony.



Head north to the broken bridge and use the Rejuvenation brushstroke to repair it. Now Amaterasu can cross safely and use her new Inferno ability to melt the ice blocking the door. Enter the Devil Gate to battle the Ice Mouth and Fire Eye. Use

Galestorm to extinguish the flames on Fire Eye and use Cherry Bombs and Power Slashes to defeat the duo. Take the **Eyeball of Fire** from the chest that appears.

## FIND THE BLACK DEMON HORN

Melt the ice blocking the room to the north and take the **Exorcising Arrow** resting inside it. Return across the bridge and follow a clockwise path along the balcony in the central room to reach the locked gate.



The area ahead is known as the Skull Dunes and contains a number of large sand dunes, holes in the sliding sands, and narrow passages. Amaterasu can run across the sliding sands and the dunes, but she must avoid the holes, or else she'll fall into the abyss (she'll return to the spot of her fall, but with one less Solar Energy unit).

If Amaterasu is to ever find the Black Demon Horn for the Chef, she must successfully push the large stone sphere through the Skull Dunes to a circular depression at the far end. Unlike the spheres she pushed around for Sleepy, she can only move this object with her Tackle attack. The sphere's heft is such that it takes a lot to get it moving, but it's actually very hard to stop once it starts rolling. Fortunately, it rolls very slowly and Amaterasu can make adjustments to its course with repeated tackles. Push the sphere toward the gap in the land and create a Galestorm from left to right to make the sand bridge form. This bridge is only temporary, but it lasts long enough to get the ball across.





## Thank You!

Should Amaterasu or the ball fall off the side of the sand bridge during this tricky section, they will be immediately returned to the near side of the bridge. This generous piece of game design eliminates any need to backtrack or start over. Although Amaterasu will lose one unit of Solar Energy, this is a small price to pay with the abundance of Holy Bones around to recover lost Solar Energy.

Once the stone sphere is rolled onto the button in the center of the floor, each of the fire spheres throughout the Moon Cave ignites, thereby giving Amaterasu a lavish source of fire wherever she may need it. Now you can return to the areas previously visited and melt the ice-covered chests that were previously unreachable.



When you're done raiding the chests in previous areas of the Moon Cave, make your way back through the Skull Dunes and climb the stairs to the Imp Merchant. Melt the chest, sell the treasures, and turn and face the Konohana Blossom up and to the right. Vine to the upper blossom near the fourth level of

the Moon Cave and leap to the walkway there.

Use the Galestorm brushstroke to blow the giant scrolls upwards from left to right and carefully cross the gap in the walkway atop them. Once on the other side, use the cannon to blast a hole through the rock wall on the far side of the cave. Use the fire sphere to ignite the cannon, but note that the cannon will continue to spin for one-quarter of a rotation after the fuse is lit. Light the fuse with the Inferno brushstroke while the cannon is facing to the right, as this will yield the desired result.



Return across the giant hanging scrolls and enter the newly-opened cave. Use the Galestorm ability to blow the fire sphere off the ledge on the right. Continue using Galestorm to blow the untouchable sphere through the cave toward the ice at the other end. Use the fire sphere to melt the ice-covered chests (use Wall Jumps to reach them), then turn your attention to the large icy barricade sealing off the cave containing the final Devil Gate and the **Black Demon Horn**.



## Iced-Over Again

The ice-covered chests quickly refreeze if Amaterasu doesn't open them fast enough. She has roughly four seconds to open a chest once it has been melted, or else the ice will return. For this reason, make sure to have the fire sphere good and close to the chest before melting the chests.

With all four ingredients in paw, Amaterasu is ready to return to the Chef. First, however, spend a couple minutes collecting the goods in any of the chests you hadn't gone back to just yet, specifically the three in the room beyond the bridge.

Also, there is an ice-covered chest that can be reached via a Power Spring in the Calcified Cavern.



## KUSHI'S FEELINGS (CONT.)

### OBJECTIVES

- Deliver the appetizer.
- Defeat Orochi.

### DELIVER THE APPETIZER

Exit the kitchen and talk to the Imp standing guard at the bell. He'll instruct Amaterasu to ring the bell one time for each of Orochi's heads. Climb the stairs to the bell, then leap into the air and press **○** to tackle it. Repeat this tactic eight times to summon the appetizer's delivery and alert Orochi that dinner time has come!



Board the center platform and tell the Imp working the crank to take you up to Orochi's Throne Room. He won't want to, but Amaterasu can be pretty convincing when she wants to be. Another Imp Merchant is standing by to sell you any items you need—buy a few extra Steel Fist Sakes,

Infinity Stones, and Holy Bones before moving on. Follow the circuitous pathway to the central area where Orochi awaits.

Celebrating  
100 Years



# OROCHI

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Head Slam	1 Solar Energy
Various Elemental Attacks	1-2 Solar Energy
Snapping Lunge	1 Solar Energy
Falling Fire	1 Solar Energy

Issun wastes no time in tossing Kushi's Thunder Brew sake into one of Orochi's giant mouths, but the plan doesn't work as wonderfully as he may have thought. Orochi's eight heads all turn a bright yellow to signal that the great beast is ever-so-slightly intoxicated. Unfortunately, it's going to take a lot more sake than that to do the trick!

Each of Orochi's eight heads bears a symbol representing a different element. One head attacks with fire, another uses water, and others rely on wind, poison, electricity, etc. Regardless of the head and attacking element, the path to defeating Orochi is roughly the same with the one exception being water. When the water-based head attacks, it floods the floor and forces Amaterasu to swim. Fortunately, it has to bring its head within striking distance to accomplish this. Circle around Orochi, looking for the blue symbol, and tease this watery head to attack. Jump onto the Lily Pad that appears and attack the slumbering head with the Life Beads.



Amaterasu will be knocked backwards from striking the protective barrier around Orochi, but before Orochi can turn its hunger toward Kushi, he is interrupted by none other than Susano! Orochi tries to coax Susano into agreeing to join forces via a blood pact, but Susano stands firm and stays true to his heritage—he declines the pact and declares war on Orochi. While Susano's fate may, indeed, come to a tragic ending, it's not before the 8 Purification Sake pours forth into the channel surrounding Orochi. Susano must have brought it with him!

With the 8 Purification Sake floating in a moat-like trough around Orochi, Amaterasu now has a way to lower Orochi's defenses. The bell in the center of the beast is the source of its incredible barrier, and until it has been destroyed, there is no way for Amaterasu to harm the legendary monster. For now, Amaterasu must focus on getting three of the heads completely intoxicated on the powerful sake.

Stand back from one of the heads (preferably not the water head) and wait for it to show signs of an incoming attack. Use Galestorm to cancel its elemental attack. This causes it to scream out in anger, thus giving Amaterasu a chance to pour the sake into its mouth!



Draw a line from the pool of sake in front of the head straight into its mouth. The head will change from yellow to a darker gold color.



Amaterasu must get three of the heads so intoxicated that the entire beast passes out. To do this, she must shoot the 8 Purification Sake into its mouth two times per head. As the fight continues, one of the heads begins to spew forth Giant Buds that, if left in tact, will spawn miniature serpents that will also attack. Quickly use Bloom on any Giant Buds you see to not only prevent the serpent attack, but to also gain Solar Energy and other items.

Once three of the heads have been forced to drink the sake twice apiece, Orochi's entire body will become so intoxicated that all eight heads will fall to the ground. Seek out the red dragon head and run up its neck to the bell. Attack the bell with the Life Beads and Power Slash attack to destroy it. This renders Orochi susceptible to damage—finally!



Orochi will now rely less on its elemental attacks and more on a physical, lunging bite attack. Sidestep its giant maw as the head nearest Amaterasu lunges forward. Avoiding this attack often causes the head to once again scream in frustration. This is Amaterasu's chance to pour another serving of 8 Purification Sake down its gullet! Luckily for Amaterasu, Orochi's heads can only take so much sake and this additional dose knocks the beast out temporarily. Down a Steel Fist Sake of your own and quickly attack with the Life Beads. Each of the eight heads has its own life bar, but a speedy combination attack can destroy a head with a single assault. Repeat these steps to destroy all eight heads.



With the eighth and final head destroyed—or so you thought—

Susano appears and makes a call to the heavens to show forth the moon. Follow his lead and use the Crescent brushstroke to summon the moon. With the moon shining brightly, Susano once again leaps to action. Use the Power Slash to assist him in decapitating each of the eight serpent heads.



### Act 3: Conclusion

Susano gets the girl he deserves and Amaterasu obtains another Divine Instrument. The Tsumugari sword is the reborn form of Tsukuyomi, the legendary sword used to defeat Orochi 100 years ago. Of course, the destruction of Orochi does not signal the end of the spread of evil. Far from it.



It was the reborn form of Tsukuyomi, which had been consumed by Orochi.

B  
O  
S  
S  
  
F  
I  
G  
H  
T

Celebrating  
100 Years



# A Royal Disease

## ACT 4

*The residents of Kamiki Village lit the night aflame with splendid fireworks and revelry as they celebrated not only the anniversary of Orochi's defeat to Shiranui and Nagi, but also Orochi's second falling.*

*Thanks to Amaterasu and Susano, the villagers can return to life as usual—likely for another hundred years or more. And that should be more than enough time for dimwitted Susano to finally put the moves on Kushi.*

*As for Amaterasu and Issun, their work is far from over. As Amaterasu laid claim to the reborn Tsukuyomi sword, Tsumugari, a small black cloud of pure evil escaped Orochi's corpse. Sakaya would later admit to having seen this cloud, as well, and believes that it is spreading across the other parts of Nippon. Eastern Nippon may have been saved by the godly resolve of Amaterasu, but there are many other areas still to be cleansed. This story is, indeed, only beginning...*





# CITY CHECKPOINT

## OBJECTIVES

- Enter the City Checkpoint area.
- Lower the Big Drawbridge.

### KAMIKI VILLAGE

Take some time to relish in your hard work and adoration, and talk with all of the people throughout Kamiki Village. Speak with those gathered around the turnip garden, atop the lookout, and also near the Konohana Tree. And, if you're feeling like playing the role of a third wheel, head to the Cave of Nagi to interrupt Susano and Kushi's first date! Once you're done speaking with everyone in the village, visit Sakuya and the two girls, Camille and Camellia, who stand near the Konohana Tree. To talk with the latter—you'll have to walk around the stone archway or else they'll disappear.



Return to the Nameless Man tomorrow to receive his third vase, the one he calls **Rust Neck**. Deliver this vase to the Guardian Statue located on the switchbacks leading up the hill to the south. Amaterasu receives +15 Praise for her efforts. There is one more vase to deliver. Return to the Nameless Man to receive **Auburn Neck** and deliver it to the Guardian Statue on the beach near the Moon Cave Shrine for +20 Praise.

### SIDE-MISSION: RACING IDA

Track down the Express Messenger Ida as he sprints his way around Shinshu Field and challenge him to a race. The contest begins on the east side of the bridge, up the hill from the Pyrotechnist's house. Amaterasu must chase after Ida and tackle him to win the race. Ida will cross the bridge and follow the switchbacks down into Shinshu Field. From there, he'll run north toward the Nameless Man's house, across the small plank bridge, and back up the hill to the east. This first race is not terribly hard, as Amaterasu can easily cut the corners of the switchbacks and tackle Ida as he rounds the bend.



### SHINSHU FIELD

#### SIDE-MISSION: SINGLE FLOWER VASE OFFERINGS

Visit the Nameless Man near his kilns to receive the **Azure Neck**, his first vase. Pick it up with and walk up the road past his house to the south to leave it as an offering at the Guardian Statue. Doing this earns Amaterasu +5 Praise.



Return to the Nameless Man and use the Crescent and Sunrise brushstrokes to quickly make today become tomorrow. Only then will he have a new vase ready for you. Pick up the **Indigo Neck** and carry it along the northeastern edge of Shinshu Field to the cave near the large cat statue (you may have to Cherry Bomb the opening if you haven't already done so). Give the vase to the Guardian Statue as an offering in exchange for +10 Praise.



### Black Flagged

Getting too far ahead or behind Ida, or getting pulled into battle by a Demon Scroll, forces an early end to the race and gives the victory to Ida. Return counter-clockwise around the course to the area above the Pyrotechnist's house to find Ida and rechallenge him.



Winning the first race earns Amaterasu +10 Praise, but it's the second race you should really try to win.

Use the Crescent brushstroke to make it nighttime and challenge Ida to a second contest. This time, he'll not only leap down the cliffs near the switchbacks, but he'll also repeatedly drop spike-covered balls behind him. This makes it much harder for Amaterasu as she can only tackle him from the side or the front. He's also a bit faster now, too!

To win the second race, cross the suspension bridge while keeping to the right to avoid the spiked balls. Jump down the switchbacks while making sure not to get too far ahead of Ida. Sprint past Ida en route to the Nameless Man's house and tackle him on the small bridge. If you get far enough ahead, you'll have time to turn around and tackle him as he is funneled onto the bridge—there's no way he can side-step you there! If this doesn't work, continue chasing him up the hill toward the bridge to begin a second lap, then cut across the gap near the starting line to tackle him as he enters the main bridge a second time. Winning this second race earns Amaterasu an additional +30 Praise!



## TAKA PASS

### SIDE-MISSION: DIGGING WITH BINGO

Blow away the leaves covering the hole where Bingo the treasure hunter is standing (if you haven't already) and agree to help him dig for treasure. This is a pretty challenging digging mini-game, as there is very little time on the clock. For that reason, make sure you have at least six Ink Bottles so you don't run out (Infinity Stones cannot be used) of Ink while moving Bingo about.



Waste no time in digging straight down the left-hand side of the area, pausing only to Bloom the Giant Buds and gain the extra 20 seconds they grant. Dig all the way to the last row of blocks, but do not dig through any on the last row. Once on the bottom, cut your way all the way to the right as quickly as possible (using Bloom on Bingo makes him run faster). The trick to getting Bingo to the right is to wait for him to swim across the second water block and then quickly use Galestorm to blow him across the gap to the top

of the next block—do not let him hit the bottom of the cave until he's all the way to the right!

Let him drop to the bottom when he's past that last black block, then follow him to the very far right to dig up the treasure he seeks. Fortunately for Amaterasu, he doesn't know what it is and gives her a **Sun Fragment**.



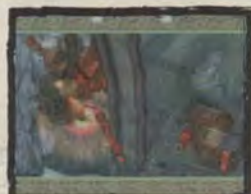
## CITY CHECKPOINT

### ENTER THE CITY CHECKPOINT AREA

Travel across Taka Pass to the west and enter the City Checkpoint area, then save your progress at the Origin Mirror and speak with Mrs. Pine. The Big Drawbridge is currently raised to keep people from crossing from Eastern Nippon into the Ryushima Coast on account of an illness spreading across Sei-An City.

### LOWER THE BIG DRAWBRIDGE

Talk with Yoichi and the sleepy Soldier near the raised bridge to see what they have to say. Yoichi is bored and is currently firing arrows across the river into the enormous cannon on the far bank. Stand back from Yoichi as he prepares another arrow, then press and hold R1 as soon as he lets one fly. Use the Inferno brushstroke to set the arrow aflame from the nearby Phoenix Statue. This results in a massive explosion and lowers of the Big Drawbridge.





Before crossing the bridge, explore the eastern bank of the river for chests and animals to feed, then proceed to the center of the bridge and look to the skies. There are over a dozen Konohana Blossoms scattered across the river valley. Use an Infinity Stone and the Vine brushstroke to make your way to the last of the Konohana Blossoms and obtain a Stray Bead from within the chest there. The Konohana Blossoms are all inverted, so allow Amaterasu to fall briefly before pressing R1, while looking for the next blossom.

### Green Means Go!

When using the Vine brushstroke, don't release R1 until the ink being drawn starts to turn green, thereby signaling a solid connection to the Konohana Blossom and Amaterasu.

Allow Amaterasu to fall straight down from the fifth Konohana Blossom as there is a chest containing the valuable **Dragon Statue** on a rock island directly beneath it. From there, continue to use the Vine ability to travel south to the narrow rock spire at the edge of the valley where a Stray Bead is located.



Cross the bridge to the western bank and use Bloom to eliminate the cursed land around the skulls lying on the ground. There are four skulls that need the Bloom brushstroke applied to them. Amaterasu will gain +20 Praise

per area and an additional +20 Praise for each side of the path completely revived. Take a minute to dig up the Stray Bead and to feed the animals, then continue on to the capital!



## TO THE CAPITAL!

### OBJECTIVES

- Revive the Guardian Sapling.
- Explore Ryoshima Coast.
- Enter the Commoner's Quarter.

### RYOSHIMA COAST



A Royal Disease

### REVIVE THE GUARDIAN SAPLING

A cursed zone has spread across much of the Ryoshima Coast and Amaterasu is severely limited in where she can go when first arriving in this area. Visit the Origin Mirror, then head up the path to the northeast and battle the Headless Guardian that appears. Use the Power Slash brushstroke to break his defenses and quickly counter with the Tsumugari glaive. At the fork, bear to the left and Cherry Bomb through the crack in the wall.





Use the Waterspout brushstroke to fill the red bucket with water from the pond. Leap to the upper level in the cave and move the water from the bucket to the dried-up pond there. Climb the path to the next level and, once again, use Waterspout to transfer the water from one pond to the next. Do this one more time to surround the tiny wilted tree sprout with water. Once the tree grows into a flower-less Guardian Sapling, use Bloom to revive the mighty tree and sweep the curse out of Ryoshima Coast.



### Konohana Conversations

Once the Guardian Sapling has blossomed, return to Kamiki Village to cut the fruit down from the Konohana Tree. Also, while you're there, walk around the side of the gate to the Konohana Tree and talk with Camellia and Camille. Camille believes that the only explanation for the Konohana Tree's sudden blossoming is that she was dreaming. Sleep beside her and press **○** to smack her good and hard so she knows it's real. This earns Amaterasu an extra +10 Praise.

### EXPLORE THE RYOSHIMA COAST

Proceed west along the beach and use Bloom to erase the cursed land from the three patches of grass. Feed the animals that appear for extra Praise and continue on to the water's edge where several Seashells are located.

These shells each contain an item or treasure and can be opened with either the Power Slash or by tackling them. The Seashells are just like chests.



has a number of new techniques to teach Amaterasu. Although they are all valuable, do not leave without learning the Digging Champ and Holy Eagle God Techniques. These allow Amaterasu to dig through hardened ground and perform double jumps, respectively.

### Moley's Treasure Trove

There are several chests and Clovers awaiting discovery in Agata Forest, Shinshu Field, and Taka Pass. Return to these areas and put the Digging Champ ability to use at once! Also, use the Holy Eagle in conjunction with the Galestorm brushstroke to cross the giant banners at Taka Pass.

Last but not least, dig through the large, circular slab of rock at Taka Pass to find an underground Eden containing a dozen monkeys, several cherry blossom trees, and many chests from "Moley's Treasure Trove." There are also several light circles revealing the locations of Praise-yielding Clovers.

Return to shore and use the new Holy Eagle ability to leap onto the Moon Turret on the narrow headland near the Origin Mirror. Draw a crescent in the sky to summon the moon and watch as the water drains away from the sunken ship. Head to the dry sand near the ship and dig up the Seashells under the glowing circles of light.





### Digging the Dark Spots

Although much of the sand is a perfect tan-colored quartz, there are certain spots where the ground has been stained black. Although the change in color is subtle, these darker areas mark hidden food items and Yen. Be sure to dig them up!

There's nothing for Amaterasu to do inside the Sunken Ship just yet (other than inspect the seal on the door), so stick to the outside and use the Sunrise brushstroke to bring back the sun. This causes the lagoon to flood with water; use the Water Lily brushstroke to reach the two chests atop the Sunken Ship.



From there, use the Water Lily ability to swim to each of the many islands to the south and east. Each of these islands (and several submerged ones along the way) contains several Seashells that can be pried open for valuable treasures.

### SIDE MISSION: DOWN THE SPIDER HOLE

Return up the path toward the Guardian Sapling and use the Digging Champ ability to dig through the large, circular black slab. This reveals a hole leading down to the Bandit Spider. This creature fights much like the Spider Queen with the exception that bombs appear on its back from time to time. Use the Inferno brushstroke to ignite these explosives and stun the beast (in addition to cutting its vertical webbing strand). The other difference between this creature and the Spider Queen is that Amaterasu needs to connect three Vines to the nearby Konohana Blossoms instead of just two to yank its protective barrier apart. With that done, continue to Power Slash the eight miniature heads until the Bandit Spider has been defeated and another **Sun Fragment** is in your possession.



### SIDE MISSION: DOWN THE SPIDER HOLE REVISITED

#### Come Prepared!

Make sure you have at least two Astral Pouches filled to capacity and a wealth of Holy Bones, Sakes, Vengeance Slips, and Infinity Stones before attempting this side mission! Also, be sure to take along at least one or two Golden Peaches so you can refill the Astral Pouches if necessary.

Once the Bandit Spider has been defeated, you can return to the hole in the ground and engage in one of the most difficult side missions in the game. Amaterasu must battle through nearly a dozen very difficult Devil Gates (without leaving the hole to purchase more items) in order to earn the prize. Each Devil Gate contains many more enemies than the previous one and all of them have increased resiliency to Amaterasu's attacks—perhaps due to the purple cursed smoke emanating from the hole? Either way, be sure to make use of the items you have at your disposal and watch your health! This side mission is tough (it takes over 30 minutes to complete). However, succeeding not only earns you well over 200,000 Yen, but also a Stray Bead!



### A Royal Disease





## SIDE-MISSION: FIND THE ANIMAL LOVER'S LOST RABBIT



Talk to the man standing alone on the beach with his head in his hands. The Animal Lover has lost his rabbit, Inaba, and is very distraught. It would mean everything to him if Amaterasu can somehow find his pet.

Climb up the steps on the stone pier and search the upper area to the east for a Devil Gate. Defeat the enemies in there to restore another patch of grass to its flowery and rabbit-infested state. Feed the rabbits to gain extra Praise, then seek out the one that is not pure white, but black and white. This particular rabbit requires separate feeding and will likely be hiding in the grass. This is Inaba. Use to pick him up and carry him back to the Animal Lover for your reward. Amaterasu gains +20 Praise and a Stray Bead for the deed.



## ENTER THE COMMONER'S QUARTER

Head northwest across the Ryoshima Coast to the entrance to Sei-An City. Upon arrival, travelers such as Amaterasu must pass through the Commoner's Quarter before reaching the Aristocratic Quarter, which is separated by a lengthy bridge. Unfortunately for Amaterasu and Issun, however, the Capital City isn't nearly as exciting as they had expected, thanks to a disease-filled mist blanketing the town.

# CAPITAL UNDER MISTY SIEGE

## OBJECTIVES

Outfit yourself.

## SEI-AN CITY (COMMONER'S QUARTER)

### Sei-An City (Aristocratic Qtr)



### Ryoshima Coast

## Sei-An City (Commoner's Qtr)

### OUTFIT YOURSELF

The mist can't harm Amaterasu, so take your time exploring the Commoner's Quarter. Visit the Tool Dealer and purchase each of the following Key Items from him: Blinding Snow, Marlin Rod, Herbal Medicine, and Charcoal. If you don't have enough Yen to buy them all, make sure to at least purchase the **Blinding Snow** fishing rod.

Pay a visit to the Weapon Dealer near the Origin Mirror and purchase the Seven Strike glaive and a batch of Gold Dust. Equip this mighty weapon and use the Gold Dust to upgrade it at once. Now, armed with the most powerful weapon up to this point in her adventure, Amaterasu is ready to face down any evil the misty poison has to offer up.





# CARPENTER'S PROJECT

## OBJECTIVES

- Dig out the drain plug.

### DIG OUT THE DRAIN PLUG



Head to the southeastern edge of the Commoner's Quarters and jump into the empty canal. There are many chests at the bottom of this dried-up trench—and who better to loot their contents than Amaterasu?

Take a break from your treasure gathering to talk with the Aspiring Carpenter in the middle of the canal. He's supposed to help fix the canal to get the water flowing again, but the mist has made him so depressed he just doesn't have the strength. Continue exploring each of the branches in the canal, ultimately ending up in the northwest corner where the master carpenter, Naguri, is located.

Naguri is intent on digging up the drain plug from Lake Beewa so he can return the water to the canal and do everyone in his city a big favor. And speaking of favors, Amaterasu should definitely assist Naguri in his digging!



Jump into the hole with Naguri and lead him downward along the right-hand edge of the digging game. Use the Power Slash to reverse his direction and to slash through the horizontally-cracked blocks. Most importantly, use the Galestorm brushstroke to blow him over the spiked-blocks. Continue to descend along the right-hand side until you're at the bottom. Once there, Naguri uses his powerful hammer to slam the fourth black block from the right. Dig at that spot to return the water to the canal and earn +20 Praise.

A Royal Disease





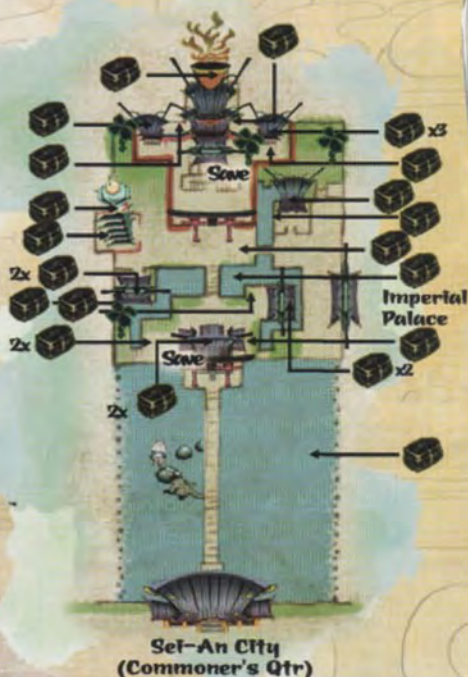
## CAPITAL UNDER MISTY SIEGE (CONT.)

### OBJECTIVES

- Catch the Living Sword for Benkei..

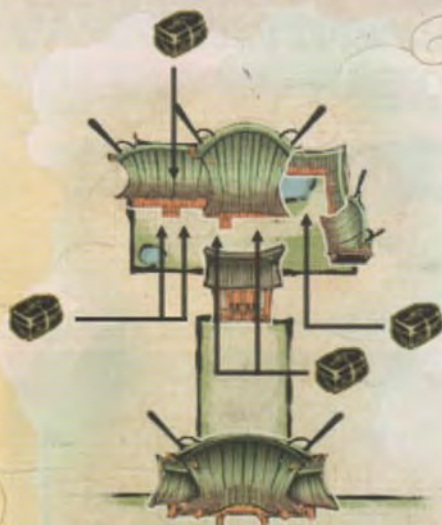
Some of the areas in the Commoner's Quarters are infected with a cursed zone, but Amaterasu can explore much of the area by using the bridges over the canal and via the Water Lily brushstroke. Use the Crescent power to turn day into night, then explore this section of Sei-An City for chests and to familiarize yourself with the various buildings and shops.

### SEI-AN CITY (ARISTOCRATIC QUARTER)



Sei-An City  
(Commoner's Qtr)

Sei-An City (Aristocratic Qtr)



Sei-An City  
(Aristocratic Qtr)

### Imperial Palace





## CATCH THE LIVING SWORD FOR BENKEI

The bridge spanning Lake Beewa has been drawn by a wandering swordsman named Benkei and will not be extended until he catches the Living Sword rumored to exist in the water. Give him the Blinding Snow fishing rod purchased from the Tool Dealer so that he may catch the elusive fish. Continue speaking to Benkei after giving him the rod so that Amaterasu may take over fishing duties for him.

As was the case in Agata Forest, Amaterasu must help Benkei catch three fish, the third of which will be the one he desires. Although the first two fish caught are relatively weak and not entirely valuable, the Cutlass Fish (aka Living Sword) puts up a great fight. Make sure to tap the Left Analog Stick gently when fighting the fish, as Benkei needs to conserve his energy for the lengthy battle. The Cutlass Fish must be hit with three Power Slashes before you can land it. Benkei then gives the order to extend the bridge so Amaterasu can continue on her journey.



## Half-Baked Prophet Speaks Again!

Amaterasu's sojourn into the Aristocratic Quarter of Sei-An City must wait until she's done speaking with Waka, who blocks their way into the city and offers a riddled sermon on the "path to the heavens" before debbing into the current misty state of the city.

Cut to the front of the line of people waiting in front of the library-esque building, then go in to speak with Rao. Rao elaborates on the current state of affairs concerning the Water Dragon and the cursed mist enveloping the city, but she needs some proof before she's willing to believe Amaterasu is indeed the returned god who destroyed Orochi... again. Use the Celestial Brush to demonstrate any of your abilities for her—we recommend the Galestorm or Inferno.

## WANTED: PRAYER SLIPS

### OBJECTIVES

Retrieve the Prayer Slips.

Head outside into the Aristocratic Quarter once you're done talking with Rao about her missing Prayer Slips. Spend a few minutes getting familiar with the area and searching for chests and Clovers. Amaterasu can enter some of the mansions in the area and speak with the aristocrats inside. While she's at it, note the withered cherry blossom trees, as Amaterasu eventually needs to make them bloom again. Also, speak with Komuso to enter another fight that he predicts. Use an Exorcism Slip L and a Power Slash to end the fight in seconds and earn a Stray Bead.



### RETRIEVE THE PRAYER SLIPS

Queen Himiko's palace at the north end of the quarter is well guarded and she's not accepting visitors. That said, the Imperial Palace located on the eastern side of the city is open. Cross the bridge to the east and enter the palatial property through the cloud of mist.



## A Royal Disease





Eavesdrop on the sentries' conversation about the Emperor's illness, then approach the green, glowing cloud to the right. The mist is emanating from a tiny Issun-sized hole that Amaterasu cannot fit through. Make a note of this location and grab hold of the nearby Prayer Slips. Return the way you came to give the papers to Rao. This makes her very happy and convinces her to share with you the secret about the sacred treasures needed to enhance Queen Himiko's holy powers.



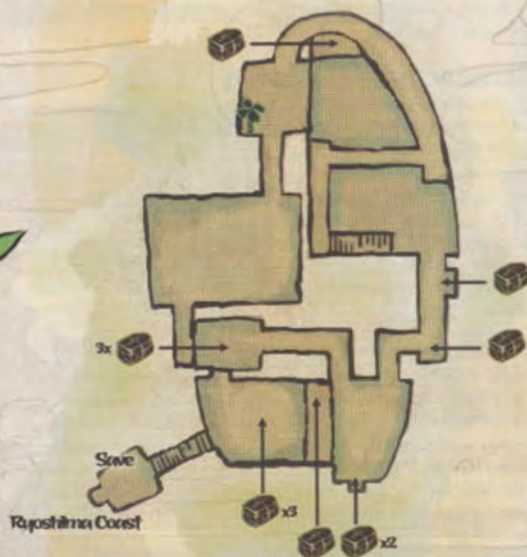


## FOX RODS

### OBJECTIVES

-  Meet Rao inside the Sunken Ship.
-  Flood the ship.
-  Balance the scales.
-  Access the treasure room.

### SUNKEN SHIP



Sunken Ship

### MEET RAO INSIDE THE SUNKEN SHIP

Return to the Ryoshima Coast's Moon Turret and use the Crescent ability to expose the Lunar Lagoon around the Sunken Ship. Swim out to the lagoon and head inside. Rao will meet Amaterasu there, as promised, and instruct her on using the Prayer Slips to dispel curses and to defeat certain spirit-based enemies. Give it a try by painting a line from Rao's Prayer Slips to the curse on the door.



### FLOOD THE SHIP

Use Rao's Prayer Slips to paint a swath through the monsters on the staircase, then go to the main deck of the ship. Jump down to the floor and open the four chests in the center of the floor. There are other chests in this area—slightly more gold than black—that are actually monsters posing as treasure chests. Be ready to put the Prayer Slips to use against them.



### Easy Demon Fangs

As you continue to draw lines from the Prayer Slips to the enemies and defeat them, each one automatically coughs up a Demon Fang.





Carefully make your way past the bamboo poles that protrude from the walls and floor in the hallway leading north. Amaterasu and Rao must battle a pair of crustacean monsters known as Jiro and Saburo in the next room. Unlike the enemies encountered thus far, these are not instantly killed with a Prayer Slip. Instead, use a Cherry Bomb to blast their protective shells off and make them susceptible to attack. Amaterasu can then use any attack to whittle them down, including the Prayer Slips. This is all made easier by using the Power Slash to knock their projectile attacks back at them to stun them.

Go through the golden arch to the next room and inspect the large balance scale in the corner. The scale is currently tilted in favor of this room because of the giant barrel hooked to its left side. Perhaps if Amaterasu balances the scale, she'll be able to come closer to finding the Fox Rods? To test this theory, put the Sunshine brushstroke to use where the roof of the ship allows the starlight to shine in. This floods the ship with seawater and makes it possible to float a second barrel into place on the scale. Return the way you came, using the Water Lily ability when necessary.



On the way back through the room where Jiro and Saburo were, Amaterasu must face a giant shark-like monster. Wait for the beast to leap into the air, then use a Power Slash to cut it from gill to tail. This stuns



it, making it susceptible to attack. Once you see it start to take damage, continue to attack with the Power Slash while it's both in the water and mid-jump.

## BALANCE THE SCALES



Return to the main entrance room and leap from the floating barrel to the top of the wall separating the two sections of the ship. Jump down onto the large cannon and face the three targets on the wall in front of it. Use Amaterasu's weight to tilt the cannon's barrel by running

back and forth along the length of the barrel. When the barrel is aimed at one of the targets, draw a Cherry Bomb near the loading mechanism of the cannon to fire it. The upper target hides a chest containing a **Sun Fragment**, the middle one has a chest with a **Pearl**, and the bottom target hides an **Exorcising Arrow**. Grab the contents of the upper two chests and exit through the corridor to the north.

Make your way across the floating platforms to the large room up ahead. Beware of the enormous hands that attempt to squash you while in the water and make your way to the upper walkway, either by ascending the ramp or double jumping from one of the hands. Once on the walkway, dodge the sliding hands by moving under or leaping over the extended fingers.



Make your way to the left end of the walkway and use the Power Slash to cut the lengthy rope holding the barrel high above the water. Sever it just above the pole that it's tied to on the walkway, then jump onto the barrel and run in the opposite direction you want it to go to maintain your position atop it. The hooks are straight ahead from the walkway, so run facing toward the walkway to move the barrel into place.



Now it's time to lower the water again. Use the corridor wrapping around the north end of the ship to return to the room with the hole in the roof. This time, use the Crescent brushstroke to lower the water and make it nighttime once again.

## ACCESS THE TREASURE ROOM

With the water level lowered, return to the room with the giant cannon and use the Exorcising Arrow to unlock the door in the northwest corner of the room. Dispel the sealed door at the top of the steps and head inside. The black chests are safe to open again, but the ones that shine a bit more golden in color are actually monsters posing as treasure. Of all the treasures located here, none is more important than the **Lucky Mallet**. Exit the ship with this special item in hand.



The Water Dragon has spotted Amaterasu and Rao, and is speeding right toward them! Rao flees Amaterasu and leaves her to fend for herself. Although Amaterasu can't move much faster than she already was, she can use her new double jump ability to get a good, lengthy leap from the Water Lilies she'll have to make to reach the shore.

**A Royal Disease**



# A TINY PROBLEM

## OBJECTIVES

- Chase after the Lucky Mallet.
- Head underground.

### IMPERIAL PALACE





## CHASE AFTER THE LUCKY MALLET

As soon as Amaterasu and Issun reach the safety of solid ground, the Lucky Mallet they found leaps out of their hands and begins to flee. Give chase (it actually works as a guide like the Canine Tracker did) across the Ryoshima Coast, through the Commoner's Quarter of Sei-An City, and all the way to the Imperial Palace where Amaterasu found the Prayer Slips.

The Lucky Mallet wasn't trying to get away from Amaterasu, but actually it meant to show her the source of the poisonous mist that is making the city's residents ill. With a shake of the mallet, Amaterasu is reduced to Issun's size and can now easily slip through the miniscule hole in the palace wall.



## HEAD UNDERGROUND

Draw a line from Issun to the chained-up chest ahead of the entrance to have him unlock it. He automatically retrieves the contents for Amaterasu, thus making it possible to claim items from out-of-reach areas! Watch out for the feet of the humans walking in the yard, and make your way north to the Origin Mirror.



**A Royal Disease**

**Imperial Palace (B1 lvl)**



# KAGUYA'S LAMENT

## OBJECTIVES

- Learn the Mist brushstroke.
- Reach the Emperor.
- Eliminate the source of the poisoned mist.

Note the location of the locked gate on the left and head under the Blocking Spider to the multiple ledges in the area to the right. Issun instructs Amaterasu to ignore the lady crying in the cell, so move on without speaking to her. Collect the items from the chests and battle the Thunder Ear in the next area. Use Galestorm to stun the creature, then attack with the Seven Strikes glaive.



Avoid the giant feet stomping about in the large room ahead and use a Cherry Bomb to blow a hole in cracked wall atop the small waterfall to the north. Lure the owner of those massive sandaled feet to the south side of the room by the taller of the waterfalls. Double jump from the foot to the ledge and use another Cherry Bomb to blow a hole in the cracked wall there. Collect the contents from within the secret cave, then grab the **Exorcising Arrow** and return to the entrance area. Pay no mind to the lady with the broom for now—there's no way past her yet.



On the way back to the gate, the crying lady they passed earlier will call to them. Kaguya is the granddaughter of Mr. Bamboo and is currently imprisoned by the Emperor for no apparent reason. Always a sucker for a pretty face, Issun immediately agrees to set her free. But in order to do that, they must first continue with their original plan. Proceed to the gate and use the Exorcising Arrow. Use a Cherry Bomb to blow a hole in the ground and descend underground.



## LEARN THE MIST BRUSHSTROKE

Use the Platform Spiders to explore the numerous ledges in this underground cavern while continuing a counter-clockwise lap around the perimeter. There are three Clovers in this area, as well as a chest behind a spider web that only Issun can reach. Once you're done exploring the upper reaches of the area, head to the bottom and use the Cherry Bomb once again to blow a hole in the wall.





Cut the large flask down from its rope and go inside. The flask is filled with a liquid that gives off a pleasing aroma. Breathe in the vapor, then use the Galestorm brushstroke to blow Issun and Amaterasu out the end of the bottle.

A constellation appears in the darkness overhead. Fill in the three missing points to free the flask-sipping sheep god known as Kasugami. Kasugami grants Amaterasu the 10<sup>th</sup> brushstroke, Mist. By drawing two horizontal lines across an enemy, Amaterasu can now make that creature's motions slow substantially while her own movements maintain a normal speed.



The Emperor is just up ahead and, as nobody expected, he is the source of the mist! Since Amaterasu and Issun are too big to fit through the mosquito netting around the Emperor, they'll have to find another way to reach him. Use the Platform Spiders to reach the beams overhead. Wait for the Platform Spiders to draw close to one another and be patient—Amaterasu cannot leap as far as you might think.

Once on the beams, explore each of the various dead-ends for chests containing valuable treasure. Use Issun to open any that are out of reach or those that contain chains on them, then gradually work your way to the center of the room, directly above the Emperor's gaping mouth. When you're prepared to go after the source of the poisonous mist, leap into the Emperor's mouth!

## Slowed Time Ticks By Nonetheless

Using the Mist brushstroke effectively buys Amaterasu four seconds of time-altering power. The four circles that appear on the screen when using this ability disappear one at a time as the power fades. The slowed enemy or object returns to its normal speed as soon as the fourth circle is gone.



Use this new brushstroke to get past the Blocking Spider and return the way you came to the lady with the fast broom. Continue to use the power of Mist to slow down Blocking Spiders and the two brooms so Amaterasu can run past. Enter the small hole in the wall beyond the second sweeping person.



## REACH THE EMPEROR

Leap onto the higher rock platform and use Waterspout to fill the bamboo tipping fountain from the waterfall on the left. Double Jump onto the empty bamboo tube after it tips forward and run along the top of it to reach the second tube. Leap onto the second bamboo tube and stand on the near side of it long enough so that Amaterasu's weight will cause the other end to rise. Run along the bamboo and leap to the third tube. Use the Platform Spider to reach the next room.



## ELIMINATE THE SOURCE OF THE POISONED MIST

Amaterasu and Issun land inside the throat of the Emperor. Advance down his gullet to the Origin Mirror (how did this get here?), and then onward to the very source of the mist.

## A Royal Disease



## BLIGHT

### ATTACK METHODS

#### ATTACK DESCRIPTION DAMAGE

Sword Slash	1 Solar Energy
Flying Swords	1-2 Solar Energy
Dash Attack	1 Solar Energy

Waiting for Amaterasu inside the belly of the Emperor is a ghastly armored creature known simply as Blight. With a dozen various swords serving as his cape, he wields a powerful blade, Goldnail, in his hands. This blue-lit weapon is so powerful that it appears to be the source of Blight's power.

Destroy the sword to destroy Blight. Clean air will once again blow across Sei-An City.

The key to defeating Blight is to knock Goldnail from his hands, then attack the sword as it sticks, stunned, in the soft surface of the floor. Using the Mist brushstroke throughout the battle goes a long way toward slowing down the speedy Blight. Dodge his attack, move around back, and strike to stun him and knock the sword free. Quickly advance on Goldnail and strike it over and over to inflict damage on Blight.

Blight often makes his collection of swords float around him in a giant radiating circle. After a few seconds, the swords all zip across the area in a homing attack that is hard to avoid. Use Mist to slow this attack down and either double jump over the swords or rush forward and strike Goldnail before Blight can launch the attack. This sends the sword flying loose, thereby giving Amaterasu another perfect chance to attack.

Arguably the hardest attack to evade is his very fast dash attack. Watch for Blight's body to begin to quiver in place. When this happens, immediately begin running around the perimeter, as he is going to dash forward with Goldnail in an incredibly fast motion. The best way to avoid this attack is to avoid getting caught standing still.





#### Act 4: Conclusion

Defeating Blight and Goldnail earns Amaterasu another Divine Instrument, the Exorcism Beads, but there is little time for celebrations just yet—Kaguya still needs rescuing! Issun wakes up the Emperor and, rather than trying to rescue Kaguya in Amaterasu's miniature state, you must take control of the Emperor and do it with him.

Guide the stumbling Emperor across the walkway from his room, past the soldiers, to the cell containing Kaguya. Issun takes over and frees the innocent bamboo girl. And then, with a little inner tiddling, Amaterasu and Issun are sneezed free, ready to continue their epic journey to save Nippon!



**A Royal  
Disease**





# Secret Island, Secret Palace

## ACT 5

*Thanks to the Lucky Mallet, Amaterasu was able to destroy the Blight causing the Emperor such discomfort and rid the city of the poisonous mist. And they even managed to free the fair Kaguya, who was locked up in the Imperial Palace for unknown reasons. While this may all be worth a good celebratory bowl, there is still quite a lot of work to be done to get to the bottom of the mist and learn about the source of the Water Dragon.*

*Amaterasu and Issun must find a way to reach Queen Himiko and inquire about her reluctance to help her people. Additionally, the poisonous mist took a toll on many of the fine citizens of Sei-An City—many have been harmed in ways that only a god of Amaterasu's caliber can mend.*



## IMPERIAL PALACE



Back in his throne room, the Emperor tells Amaterasu all he remembers before falling ill, which isn't much. He is, however, an avid fan of Demon Fangs and is willing to trade some of the items in his treasure trove for them. If you have the requisite 100 Demon Fangs, consider trading for the Golden Ink Pot, which makes it unnecessary to use Inkfinity Stones in most situations. That said, begin saving your Demon Fangs and return for the Fog Pot on a later trip, as it will help reach some out-of-sight places.

### The Emperor's Loot

Head outside to the courtyard and use the Crescent brushstroke to bring on the dark of night. There are no less than five chests buried in the Imperial Palace courtyard. One of them even contains a Stray Bead!

Kaguya is outside the Imperial Palace, but she's not nearly as happy as one might expect to find a person recently freed from prison! She is deeply troubled about her unknown past and is preparing to seek out the answers... at Sasa Sanctuary! One can't help but feel that Kaguya's business in the bamboo grove at Sasa Sanctuary has something to do with the fiery item the Emperor spoke of.

## KAGUYA'S MEMORIES

### OBJECTIVES

- Find Kaguya at Sasa Sanctuary.
- Help Kaguya dig up the answer to her past.



## SASA SANCTUARY

### FIND KAGUYA AT SASA SANCTUARY



Use the spring in the northwest corner of Sei-An City (Aristocratic Qtr) to quickly travel to Sasa Sanctuary. Once there, follow the path north to the bamboo grove to find Kaguya and Mr. Bamboo. Kaguya wasn't hoping to find Mr. Bamboo, her grandfather, at the grove and was looking to make a clean break.

Kaguya reveals a large hole under the ground marked with the royal crest. She believes that there is an item linked to her mysterious presence in Nippon at the bottom of the hole and, without hesitation, leaps into the blackness. It's up to Amaterasu to make sure she reaches the bottom safely!

### HELP KAGUYA DIG UP THE ANSWER TO HER PAST

Descend along the right-hand side of the hole while using Galestorm to help Kaguya soar over the spiked-blocks. Unbreakable black blocks will force the duo back to the left where they must rely on Power Springs to continue. The Power Springs that Amaterasu can utilize aren't powerful enough to hold her four-pawed heft, but they can lift the petite Kaguya.

Dig down to the first Power Spring and use it to continue up and around to the left, then pass beneath this well of water to the second Power Spring and use it to snake back to the right. Make your way up and over the last pile of spiked-blocks on the right to reach the bottom layer. The item Kaguya seeks is located under the third block from the right.





The mystery of Kaguya's presence in Nippon will be revealed, much to the surprise of everyone—except Mr. Bamboo, who knew all along. Nevertheless, Kaguya has to say goodbye to this land and go in search of other memories from her past. As a thank you to Amaterasu, she hands over the **Fire Tablet**. When equipped, this item allows its user to swim harmlessly through fire.

The Emperor had mentioned something about fire when discussing the Queen! It's time to head back to Sei-An City and finally meet face-to-snout with Queen Himiko. Give Sasa Sanctuary a quick once-over at night to make sure you haven't missed any buried chests or animals to feed, then return to the capital city at once!



## HIMIKO, QUEEN OF NIPPON

### OBJECTIVES

-  Journey to the throne room.
-  Get the Border Key.

### SEI-AN CITY (ARISTOCRATIC QTR)





## JOURNEY TO THE THRONE ROOM

### Fishing With Benkei

There really isn't much reason to hurry to Queen Himiko's throne room. In fact, there's plenty of time to go fishing with Benkei first! He's moved from the bridge over the lake to the canal running through the Aristocratic Qtr and can be found on the ferry dock near the spring.



Head to the Queen's palace at the north end of the city and use the Mist brushstroke to sneak past the two sentries atop the stairs. Search the area behind the palace for chests and a Clover and explore the two small rooms flanking the main palace. The left-hand room contains a treasure chest and a large doll that yields a **Godly Charm** once Amaterasu paints the missing eye on its face. The room to the right contains several chests with valuable treasures in them.



Ride the lift to the upper floor and, with the Fire Tablet equipped, swim across the lava-filled chambers to the Queen's throne room. Don't worry about drawing any Water Lilies, just swim in a straight path to the far end of the room. Save your progress at the Origin Mirror and speak with Queen Himiko through the large screen up ahead.

## GET THE BORDER KEY

Issun isn't out to bow down to royalty or make any new friends with his harsh tongue, but despite his rudeness to the Queen, she nevertheless explains her actions. Claiming to be as much a victim of the mist and Water Dragon as everyone else, she has cooped herself up inside the palace so she can pray for salvation. Amaterasu's appearance is the gods' answer to her prayers.



Continue talking with Queen Himiko to learn of Oni Island and the Crystal Ball that protects her from attack. She'll relay all of the information she knows concerning the Water Dragon and its purpose to Amaterasu in exchange for her help. Agree to assist Himiko to gain the **Border Key**. Show this key to the guards at the gate to North Ryoshima Coast, to gain entry. But, before you do, spend some time in Sei-An City and the Ryoshima Coast, completing the plethora of side missions available to you.

### Trees of the Rich and Famous

When Blooming all of the leafless trees throughout\* the Aristocratic Qtr, make sure to enter the houses on the east side of town and use Bloom to make the cherry trees inside blossom, too. Making these trees blossom earns Amaterasu extra Praise, fruit, and even some Yen. Plus, the rich folks love it!

## SEI-AN CITY

### (COMMONER'S QTR)

#### SIDE MISSION: SERVE UP THE ULTIMATE DISH



Enter the café at the north end of town and proceed directly to the kitchen. Talk to Yama long enough to hear his wish for a Golden Mushroom. So long as you completed the side missions involving the tea shop in Taka Pass, Amaterasu should have the Golden Mushroom in

her possession. Give the special ingredient to Yama; this is why you've been carrying it for so long.



Note the infinity symbol on the wall to the left of the giant pot and continue speaking with Yama. Yama prepares to cook his ultimate dish, but first he must perform his "Fan the Flames" dance. Watch for the signal to paint and draw Moegami's infinity symbol over the firewood twice to bring the flames to life. Moegami revisits Amaterasu at this time to teach her the Fireburst brushstroke. Amaterasu can now summon fire whenever she wishes by simply drawing the infinity symbol across an enemy or object. Not only that, but Yama also gives Amaterasu +50 Praise!

Secret  
Island,  
Secret  
Palace



## SIDE MISSION: RESTORE THE CHERRY BLOSSOMS



Now that the evil mist has been swept away from Sei-An City, the cherry blossom trees can return to bloom. With the right help, of course... Make your way around town using the Bloom brushstroke to restore the flowers of the cherry blossom trees. Use Bloom on the many small cherry blossom trees near the entrance, and on the larger trees, as well. A half dozen of the trees have some residual curse on them that inhibits flowering, so note their location and move on.

Go around Sei-An City and make sure all of the trees have been treated to the wonder of the Bloom brushstroke, especially the tall ones without a rope on them. Check in with Mr. Flower to get a tally of how many are left. Two trees are especially hard to find: one is located behind Mr. Flower's house and the other is on his head. That's right! That's not his hair, but rather an un-blossomed tree! Give his head the circle stroke to gain +20 Praise and complete the preparations. Now he can dance!



Next, help Mr. Flower perform the Gura Shuffle. Follow him around town to each of the cursed trees that have resisted the power of Bloom. Watch Mr. Flower perform his dance in front of each tree to remove the curse, then hit it with the Bloom brushstroke to make it blossom.

The first tree is just outside the walls around his house. Mr. Flower makes an amazing leap across the canal and sprints off toward the next tree. Don't worry about trying to replicate that impossible jump, as Amaterasu has plenty of time to swim across to the ferry landing and sprint toward the Origin Mirror where he'll be dancing next. Amaterasu doesn't have to stay near Mr. Flower all the time, she just has to catch up to him in time to use Bloom right after he finishes his Gura Shuffle.



From there, follow him to each of the other cursed trees in the Commoner's Qtr. Six trees need Amaterasu's help in total, with the final tree being the one in which Mr. Flower resides. Helping him earns Amaterasu another +20 Praise.





## Captain Waka and the Tao Troopers?

Locate the dried-up pond in the southeast corner of town and use the Waterspout brushstroke to fill it with water from the canal. Then create a Power Spring and ride it high into the sky to the floating ship above. Talk to the Tao Trooper at the door to learn a bit about this place, then run around back to find the Horse Statue in a chest. Enter the HQ building and talk with Abe about his missing Tao Mask, then jump over the railing to descend back to earth.



## SIDE MISSION: CURE BLOSSOM'S FATHER



Head to the western side of town and talk to the woman in the white robe near the house to the north. This is Blossom and although she's glad to see the mist cleared away, she's upset that her father is still sick. And to make matters worse, she can't afford the medicine. If you haven't

already purchased it, head to the Tool Dealer to purchase the Herbal Medicine and give it to Blossom. She'll reciprocate by bestowing Amaterasu with +20 Praise as a thank you.



Return to speak to Blossom's father once the cherry blossoms have all bloomed. He's hard to wake up, so give him a good jolt by pressing **○**. Once he gets a whiff of the fragrant trees, he'll reward Amaterasu with an additional +20 Praise.

## SIDE MISSION: AMATERASU'S FERRY SERVICE

Descend the steps near Mr. Flower's house and speak with the Aspiring Carpenter. He describes his trouble reaching the carpenter's workshop in the northwest corner of town and expresses his need to get back to work. Draw him a Water Lily in the canal and hop aboard alongside him. Use Galestorm to blow the Water Lily westward toward the carpenter's shop. Depending on how long it takes (avoid those whirlpools!), the Aspiring Carpenter will give Amaterasu as much as +30 Praise.

Other passengers need ferrying about town. One is near the carpenter's shop in the northwest corner and needs to be taken to East Street. Another is at East Street and needs to be taken to the Weapon Shop. Continue delivering these passengers to their destinations to earn extra Praise. Use the camera and Galestorm to navigate around whirlpools and watch where the passengers point to



know where to go. As long as Amaterasu gets each passenger to his or her destination with 2:00 or more remaining on the clock, she'll get the maximum amount of Praise she deserves.

Once you've delivered the passengers where they need to go, head to the carpenter's workshop and go inside to see how the Aspiring Carpenter is handling his new job. Come back the next day to find the two carpenters outside cutting some wood—hopefully, working on a new ferry!



Secret  
Island,  
Secret  
Palace



## SIDE MISSION: SEI-AN COUTURE

Head to the kimono shop on the west side of town and talk with Mr. Chic. He has a giant kimono hanging up in the back of his room, and is having trouble designing a new pattern for it. He wants to create something that will be popular *all across town*. Draw on the kimono with your celestial brush to help him along. It doesn't matter what you design, just draw anything. Mr. Chic gives you several chances to improve on the design, but don't worry about it.



Exit the kimono shop and stop in at the Tool Shop to purchase the **Charcoal** if you haven't already. Head along the southern road to the east side of town and talk with the little girl who's drawing—you'll no doubt notice she's doodled your design on the ground, walls, and even on her parasol! Give the girl the Charcoal you've purchased so she can continue her drawings. Keep talking to the girl so she can tell you about her ability to predict fashion trends.



Although she won't mention her prediction out loud, it will appear in a thought balloon beside her head. The first design she anticipates is a five-point star. Head back to the kimono shop and draw a five-point star on the kimono. It's important to do this in one single motion, without lifting the brush from the kimono. We recommend beginning with the left-to-right horizontal line. Once you're satisfied that you've drawn the star correctly, return to the girl to collect your +20 Praise.

Talk to the little girl some more to get her second prediction—the heart pattern. Return to Mr. Chic and give this pattern a try. The heart is a bit harder to draw perfectly, but you'll eventually draw it clean enough to meet her approval as long as you start at the bottom and draw the entire shape in one motion. Keep trying until the girl gives you more Praise and reveals her next pattern.



There are a total of five patterns that Amaterasu must draw successfully to complete this task. The third is, by far, the easiest—just a simple "V," but the others are a bit tougher. The fourth is a collection of four circles where each of the circles must make contact with the rings adjacent to it. The fifth design is a kanji character. Draw a lengthy horizontal line and a somewhat shorter horizontal line directly beneath it. Then start at the center of the upper line and draw two separate lines that curve down and outward. Upon completing this task, Amaterasu will have earned a total of +100 Praise from the five designs, and also a **Stray Bead** as a token of her new friendship!



## Kanji Lessons

Pay attention to the order in which the lines are drawn in the kanji character as the design appears in the little girl's thought balloon. The character must be drawn in a particular sequence with just four strokes—no more and no less.



## Treasure Vault

Use a Cherry Bomb to blow through the crack in the building in the southwest corner of town to gain access to a wealth of treasure. Use the piled mats and beams to reach the chests scattered across the second floor, in addition to those on the ground level. The chest in the lower right-hand corner of the room contains a Sun Fragment.

## RYOSHIMA COAST

Take all of that money you've earned from selling the treasures and fish you've accumulated and head to Onigiri Sensei in his island dojo. Acquire the Wailing Mirror, Spirit Armageddon, and 3 Shears moves if you haven't already. If you don't want to spend the money for all three, then definitely acquire the Wailing Mirror ability as it will grant Amaterasu a significant attack bonus whenever two Reflectors are equipped as a main weapon and a sub-weapon.



## A Manifesto on Monsters

If you hadn't gotten Masu's Monster Manifesto while in Sei-An City, this is a good time to do so (see the "Lupine Logbook" chapter of this guide for details). Use the Crescent brushstroke to keep the moon in the sky and hunt down the five wanted Thunder Ears on the Ryoshima Coast.

## SIDE MISSION: RACE SUPER-FAST HAYATE

Now that the mist has been cleaned away, Hayate has returned to Ryoshima Coast where he loves nothing more than to run up and down the beach. Look for him on the beach across from the Sunken Ship and challenge him to a race just as you did Ida back at Shinshu Field. The out-and-back nature of the race course makes it possible to cut the corners and tackle Hayate as he makes a wide turn at the end of the beach. Although this makes the race somewhat easier, Hayate drops a lot of spiked seedpods on the ground, so avoid running behind him. Win the race to gain +30 Praise.



Use either the Crescent or Sunrise brushstrokes to advance the day/night cycle half a day and challenge Hayate to a second race. This one is much harder, as Hayate really accelerates. Amaterasu must get up to speed quickly and hold a straight line after Hayate when the second race begins, or he'll pull too far ahead before reaching the first bend in the course. If Amaterasu gets going quickly enough, cut across the grass to the right of the tree as Hayate keeps to the left, then tackle him as the two intersect. Win the second race to earn an additional +40 Praise.

## Cheat-Proof Racing

In case you were wondering, the Mist brushstroke will not work to slow down Hayate. You must win these races fair and square.





# EMISSARY FROM THE DEEP

104

## OBJECTIVES

- Prove yourself worthy.
- Island hopping with Orca.

### NORTH RYOSHIMA COAST



Ryoshima Coast

North Ryoshima Coast





## North Ryoshima Coast

Secret  
Island,  
Secret  
Palace

Show the Border Key to the Soldiers at the gate and pass on into North Ryoshima Coast. Amaterasu meets Waka shortly after arriving, but he's not there to do much more than brag about how he already cleared the cursed zone from the area. Continue on to the Origin Mirror, then cross the bridge and speak with the Merchant to learn a bit about the area.

### Stock Up on Supplies

You don't know it yet, but you're going to need a lot of Fish Feedbags. Amaterasu must buy a dozen of them on hand. Similarly, make sure you have at least 180,000 Yen, as well. There are several chests in the vicinity (not to mention the seashells on the beach), which contain valuable treasures that can be sold to help get you more Yen if necessary.






Among other things, Urashima tells Amaterasu that the only way to get to the Dragon Palace is for Orca to judge you worthy during the morning sun. Say goodbye to Urashima and head to the nearby pier. If it's already daylight, draw a Crescent to make it night, then walk out to the end of the pier and use the Sunrise brushstroke to make it morning. Orca immediately swims up to the pier and tells Amaterasu to hop onto his passenger basket.

## PROVE YOURSELF WORTHY

Follow the path north toward the beach where three little pint-sized Bullies are beating on a poor barrel-wearing fisherman named Urashima. After Amaterasu and Issun chase away the Bullies, tackle Urashima to wake him up and learn about the Dragon Palace and Orca.



Orca can't take Amaterasu to the Dragon Palace just yet, because they must first find the ever-shifting whirlpool as decreed by Otohime. In the meantime, use Orca to explore the many islands off the coast. Whenever you want to get on or off Orca, just press  and he'll stop right there and wait for you.

## Fruit Ripening

The fruit hanging from the Guardian Sapling is as hard as nails and not ready to be cut down just yet. Use Yoichi's archery skills to ripen the fruit by using the Waterspout ability to drench the arrow as it flies from Yoichi's bow. The water will saturate the fruit and make it ready for picking! Cut the fruit down to gain +30 Praise.



## ISLAND HOPPING WITH ORCA

Ignore the large island to the east for now and the smaller one next to it. Instead, head due north from Cherry Island (where the Guardian Sapling is) to the larger island located in the distance. Extinguish the flaming chest near the water, then head up the hill and Cherry Bomb the crack in the ground.

Drop into the cave below to visit your first Divine Spring. These springs grant special abilities to those with generous souls. It's a lot of money, but Amaterasu will gain the Cherry Bomb 2 ability if you donate 120,000 Yen in this particular spring. Dig up the Clovers in this cave and use Bloom on the trees before leaving.



Head west to the next island and use the Power Slash to cut through the rock near the ring of pottery. Drop into the cave below to find another Divine Spring. Bloom the Clovers and cherry trees and give 60,000 Yen in offering to the Divine Spring. In exchange for Amaterasu's generosity, Tachigami reappears and grants her the Power Slash 2 ability. This can slice through many of the iron blocks that Amaterasu's previous attacks merely bounced off of. Exit the cave and try out the new ability on the reddish iron rock on this island.





## More Demon Fangs!

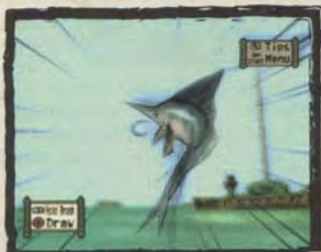
Not every enemy encountered thus far yielded a Demon Fang when a finishing Power Slash was applied to them. Now, thanks to the improved Power Slash 2, some of those enemies will likely give up the Demon Fangs—so be sure to try again.



Hop back aboard Orca and guide him to the second island from the southwest edge of the coast. Dig up the buried chest on this island, then dig through the large circular slab of rock in the center of the island. Doing so lands Amaterasu in a cave with another Bandit Spider. The only difference is that, this time, it's not so easy to stun it—Amaterasu must use the Vine ability to snare it with the Konohana Blossoms while it's moving! This particular spider is also a lot more aggressive and harder to dodge. Get behind it when it makes a charge, then hold R1 and connect three vines from Konohana Blossoms to its hooks. Next, use the Power Slash 2 ability to slash through each of the "heads" that are revealed. Defeating the Bandit Spider will earn Amaterasu up to 20,000 Yen and a **Sun Fragment!**

## SIDE MISSION: NOW SERVING MARLIN!

Head to the large island in the southwest corner and talk to the Fisherman on the pier. Give him the Marlin Rod purchased from the tool dealer in Sei-An City and help him fish for the mighty fish. As was the case with previous fishing missions, Amaterasu must help the Fisherman catch three fish with the third being the one he seeks. The Marlin is pretty difficult to snare, but it can be done! Use gentle taps of the Left Analog Stick to fight the fish and focus on its location and direction rather than the meter at the top of the screen. Try to anticipate the fish's directional changes and be ready to counter it to avoid allowing it to "take any line." Unfortunately for Amaterasu, the Fisherman delivers this Marlin to the restaurant on the beach and doesn't leave it for Amaterasu's profit.






Once the fish has been caught, head to the café on the beach, north of the Origin Mirror, and speak with Umi, the chef. He is preparing to slice into the marlin, but he'd like Amaterasu to watch. Note the three horizontal lines on the poster to the left of the fish, as Amaterasu will soon be called upon to draw that symbol and help Umi with his Cyclone Slice.



Once Umi's dish is served, Kazegami appears and grants Amaterasu a more powerful wind-based ability known as Whirlwind! Draw three horizontal lines across an enemy to issue this powerful attack!

## OTOHIME'S TEST

### OBJECTIVES

-  Climb the tower.
-  Summon the whirlpool galaxy.
-  Create the Twin Whirlpools.



Secret  
Island,  
Secret  
Palace

Catcall Tower



## CLIMB THE TOWER

When you're done exploring the islands with Orca, pilot the whale toward the large island off the coast to the east. Finding it is easy; just follow the meowing!

Once at the island, go inside and defeat the Poltergeist that appears using the Galestorm and Power Slash 2 brushstrokes. Bloom the three Clovers on the ground level of the tower and take a minute to feed each of the cats lying about. Next, read the scroll from the chest and prepare to follow the "Mark of Kabegami" up the walls of the tower via the Catwalk ability.



To perform Catwalk, leap onto the glowing area identified with the Mark of Kabegami, then press and hold  $\otimes$  as Amaterasu contacts the wall. Catwalk is similar to the Wall Jump, except you must press  $\otimes$  to jump, then press and hold  $\otimes$  to hang onto the wall. Hold up on the Left Analog Stick while climbing the tower to continue to leap toward the tower wall and not away from it. There are times when the Mark of Kabegami leads left or right around the side of the tower. When it comes to jumping sideways, hold the Left Analog Stick at an angle of either up/left or up/right and slow down the pace of your jumping to make sure that Amaterasu is always leaping toward the wall and not accidentally performing a Wall Jump away from it.



Catcall Tower is immensely tall, but fortunately Amaterasu doesn't need to climb it all at once. Every so often she'll ascend past a red line in the stone and a large forcefield will form below her. This yellow barrier will catch her if she falls and saves her from having to repeat the climb to continue. Also, many of these breaks in the climb coincide with a metal platform that sticks out from one side of the tower. Make sure to locate the platform as there is often a cat and/or a chest on it.

## Make a Fish Run!

If you require more Fish Feedbags or simply need to take a break and get to an Origin Mirror, you're in luck! There's a Mermaid Spring near the top of the tower, along with a chest containing a Mermaid Coin in case you've run out. With this spring, Amaterasu can return to the top of the spring whenever necessary.

Ascend two flights of spiraling stairs to the very top of Catcall Tower, then carefully tiptoe out onto the narrow ledge on the southern side of the tower. Feeding this particular cat causes another constellation to appear. Fill in the missing stars to release Kabegami. Use the new ability to reach the very top of the tower and get the **Sun Fragment** from the chest to the north.



## Power Walking Traveler

Since the barriers that kept Amaterasu from freefalling earlier will prevent her from descending now, she must use the Mermaid Spring to get down from the top of the tower. You might as well visit the areas with Kabegami statues. First head to Shinshu Field and use Catwalk to climb the cliffs along the north edge of the map. You'll find a pair of Devil Gales, some Clovers, and several chests.

Next, head to Agata Forest and Bloom the Clover beneath the iron rock near the log bridge to gain +40 Praise. Then head toward the entrance to Tsuta Ruins and climb the Catwalk column inside the cave on the Cliffside to reach the Clover.

Next, run to Taka Pass and use the Power Slash 2 ability to break the iron rock outside the exit of the cave leading to the Guardian Sapling. This yields another Clover worth +40 Praise.

Finally, return to Ryoshima Coast and use Catwalk to climb the tall column in the middle of the lake to gain the valuable **Kutani Pottery**. There are also two iron rocks in this area—one in the cave leading to the Guardian Sapling and the other on the eastern end of the beach, beneath the Moon Tunnel.





## NORTH RYOSHIMA COAST

### SUMMON THE WHIRLPOOL GALAXY

Now that Amaterasu has the Catwalk ability, head back to the entrance of North Ryoshima Coast and jump across to the peninsula to the west. Climb the cliff near the Kabegami statue, defeat the Blue Cyclops that appears, and follow the path to the lookout area to the north. Read the signpost and inspect the large windmill-like etching on the tablet near the cape before heading back up the path to talk to the Watcher.



The Watcher comes to Watcher's Cape every night in hopes of seeing a shooting star, but hasn't seen many lately. He'd like nothing more than to wish upon a shooting star so that maybe the whirlpool galaxy would appear. Help his dream

come true by painting a handful of stars in the sky—just put some dabs of ink in the sky. The Watcher will make his wish on these stars and the whirlpool galaxy will appear in the night sky.

### CREATE THE TWIN WHIRLPOOLS

Head back to the large stone tablet on the end of the cape and look out at the whirlpool galaxy that has formed. Use the Celestial Brush to summon the powers of Galestorm to make the whirlpool galaxy begin to swirl. Blow the wind from left to right to get the whirlpool swirling in a clockwise direction. Use the Galestorm technique three times to make the swirl rotate fast enough. Doing so makes the hidden entrance to the Dragon Palace open up.



### Before You Go...



Take a couple of minutes to explore the entirety of North Ryoshima Coast if you haven't already. Use the Catwalk ability to climb the cliff in the southeast and eliminate the enemies inhabiting

the Devil Gale. Also, trade the Emperor at the Imperial Palace for the Fog Pot and use it to access the area where the Origin Mirror is and gain some additional Praise and treasure.

There's also a large slab of rock that Amaterasu can dig through to access a cave much like the ones on the islands. This area holds numerous hares, cherry blossom trees, clovers, and treasure chests, one of which contains a Stray Bead.



## LAND OF THE DRAGONIANS

### OBJECTIVES

- Ride Orca to the Whirlpool.
- Meet with Otohime.

### RIDE ORCA TO THE WHIRLPOOL

Return to the pier and hop aboard Orca. The Water Dragon will likely be pretty agitated about the location of the Dragon Palace being exposed, so expect it to give chase. Tap repeatedly whenever the Water Dragon comes near to make Orca swim as fast as he can. Plot a course to the northwest and steer Orca straight into the mighty whirlpool.



Secret  
Island  
Secret  
Palace

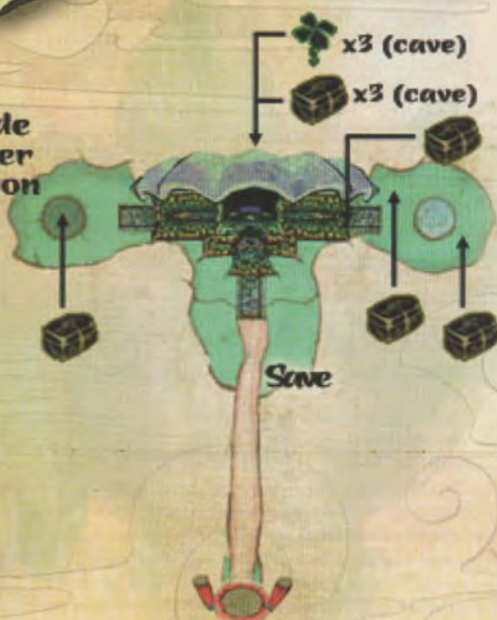


## DRAGON PALACE

## MEET WITH OTOHIME

110

Inside  
Water  
Dragon



Collect the items from the seashells and visit the Origin Mirror on your way inside. Otohime is waiting for Amaterasu in her throne room which, like Sasa Sanctuary, is on the third floor and is accessible via the lift. Don't ride the lift up just yet, though. First, use a Cherry Bomb behind the staircase in the entrance room to find yet another cave with cherry blossoms, chests, Clovers, and a whole lot of boars!

When you're done exploring the cave, head to the second level of the Dragon Palace and inspect the rooms on either side. The left-hand room contains the merchant, Mrs. Turtle. The room to the right, on the other hand, contains a lone treasure chest and several Chancellors.

## Dragon Palace







Ride the lift to the throne room to meet with Otohime. Issun's bluntness doesn't win him any admirers, but Otohime knows that Amaterasu is the one she really needs to speak to. She patiently explains the truth behind the Water Dragon—it is a guardian of the Dragon Palace that had suffered tremendous injuries defending the Dragonians from an onslaught of monsters inhabiting Oni Island. It was the pain from these injuries that caused the Water Dragon to go on an uncontrollable rampage through the sea.

Continue speaking with Otohime (but don't ask her to repeat herself unless you want to hear her whole story again) to learn of her plan of last resort. She asks Amaterasu to enter the belly of the beast in hopes of retrieving the Dragon Orb. Without it, there is no hope of breaking the barrier sealing off Oni Island. Otohime gives Amaterasu the **Shell Amulet**, which grants her access into the Water Dragon's Garden on the first floor. Head downstairs at once!

## SIDE MISSION: TIME TO DANCE!

Before going off in search of the Water Dragon's Garden, venture down the hall to the east and visit the Dancers near the plugged spring. Collect the items from the shells and use the Rejuvenation ability to resurrect the broken column so Amaterasu can reach the **Stray Bead** in the chest on the upper column.



Don't leave yet! Dig through the large slab of rock capping the spring. The lead Dancer will agree to try to revive the spring with you and jump down the hole. Unlike other digging mini-games, Amaterasu's companion will remain at the top of the cave while Amaterasu freefalls all the way to the bottom. Here, she must climb the right-hand side of the cave, using well-timed jumps, Power Slashes, and Cherry Bombs to ascend to the upper level. Once on top, Amaterasu must rapidly burrow back down through the rocks along the left-hand side of the cave to help the Dancer reach the bottom. The challenge begins with 6:00 on the clock, but Amaterasu will certainly need to collect a few time bonuses from the Giant Buds if she's to get the Dancer to the lower level in time. Fortunately, the block where you must dig to release the spring is close to where the Dancer will land on the bottom.

Reviving the spring isn't enough to please the Dancer, as he misses the "swirly-whirly" that used to be present. Help restore her will to live by painting a counter-clockwise spiral with the Celestial Brush as she and the other Dancers run around the spring. Do this correctly to earn a visit from Nuregami. This powerful god will grant Amaterasu the Fountain brushstroke, which makes it possible to create a spring that Amaterasu can use to teleport to other springs on the map without needing to buy a Mermaid Coin to do so!

**Secret  
Island,  
Secret  
Palace**





# INTO THE DRAGON

## OBJECTIVES

- Find the Exorcising Arrow.
- Retrieve the Dragon Orb.
- Fight for the Fox Rods.
- Make a run for it.

## INSIDE THE DRAGON



### Inside Water Dragon

#### FIND THE EXORCISING ARROW



The interior of the Water Dragon contains many seashells that can be pried open to gain a wealth of items and treasure. Some of the shells need to be dug out of the dragon's soft tissue lining, but unlike buried chests, they are completely visible even when buried.



Battle your way north through the tunnel to the large watery area with many platforms. Continue collecting the items from the seashells scattered throughout and use the Power Springs you can create to escape the watery trench. Cross to the eastern side of the passage and head north to the small reflective pool near the Power Spring—Amaterasu's Solar Energy and Ink Pots automatically refill atop this mirror-like platform.

### Secret Cavity

Use the Power Spring near the Origin Mirror to leap into the small hole in the side of the Water Dragon's interior. There's a chest containing a valuable Crystal inside this small recess.



Grab the Exorcising Arrow from the bottom of the watery trench and ride the mighty Power Spring on the right-hand side up to the Origin Mirror. Continue past the mirror and unlock the gate to advance toward the Dragon Orb.

### RETRIEVE THE DRAGON ORB

The Dragon Orb is entangled in an impressively strong web of muscle tissue. There's nothing Amaterasu can do just yet, so head down the passage to the right where a red acid is dripping from the ceiling. Leap onto the one acid-free platform and use the Waterspout brushstroke to make the digestive fluid flow from the red pools atop the other platforms to the ball that has clogged the opening in the ceiling. Keep this up until the chunk of flesh has been dissolved by the acid.



Unclogging the hole in the ceiling causes this entire section of the Water Dragon to flood with the red digestive fluid. Paint a Water Lily onto the surface of the liquid and use Galestorm to ride the leaf back to the previous room. Once there, use the red acid to melt the muscle tissue holding the **Dragon Orb**.



## FIGHT FOR THE FOX RODS

Just as Amaterasu is about to make her way back to the Dragon Palace, a mysterious assortment of lights swoop in and deposit a collection of Tube Fox monsters! There are a dozen or so of these swift-moving foes. Fortunately, they attack in groups of only two or three.



Use an Inkfinity Stone and a Steel Fist Sake, then get to work. They lack significant defenses and don't possess much offensive power either, but they will steal Amaterasu's ink, hence the need to use an Inkfinity Stone. By using the Wailing Mirror ability and Power Slash 2, Amaterasu can whittle them down after a few minutes. This is especially true if you use the Whirlwind attack and slash the enemies to pieces!

Amaterasu can gain a pair of Demon Fangs from each of the Tube Fox enemies by administering a Power Slash as their body writhes and shudders in their death throes. This, together with the nearly 40,000 Yen Amaterasu can earn, makes this a very profitable fight. Even more importantly, however, is that she will earn the **Fox Rods** in victory!

## MAKE A RUN FOR IT!

The Water Dragon can no longer stomach the intense pain Amaterasu has caused (pun fully intended) and has given up the struggle to live. Amaterasu has 3:00 to exit the Water Dragon before she and Issun sink to the bottom of the sea. Head south through the Water Dragon, retracing your earlier route. Double jump across the platforms and head straight to the Power Spring on the west side of the water trench to make a quick exit.



Once free of the Water Dragon, Amaterasu is met by the spirit that had embodied the beast. King Wada explains to Amaterasu why he, the Water Dragon, did the things he did and how it came to possess the Fox Rods and Dragon Orb. The Fox Rods, according to the king, are the source of the power of the evil lord. He was glad they were in safe hands, for now. Once back at the Dragon Palace, Amaterasu gives the Fox Rods to Rao, much to Issun's dismay.



Return to the throne room to give the Dragon Orb to Otohime. Moments later, the Dragon Orb floats down into view and reveals a vision of Rao being chased into Ankoku Temple by a large shadowy creature.

## RAO IN TROUBLE

### OBJECTIVES

- Chase after Rao.
- Repel the imposter.

## SEI-AN CITY

### (ARISTOCRATIC QTR.)

#### CHASE AFTER RAO

Ride Orca back to the beach and, from there, take off on foot to the Ryoshima Coast where Ankoku Temple is located. Amaterasu sees a ghostly image of Rao near the temple. Follow this apparition up the stairs and into a secret passage in the cliffs behind the temple. Jump into the hole in the cave and follow the path to a secret entrance that leads to Queen Himiko's Palace.



Ride the lift to the floor with the throne room and swim across the lava to reach the Origin Mirror. Save your progress here before entering the throne room.

#### REPEL THE IMPOSTER

Amaterasu reaches the throne room to find Queen Himiko lying dead on the floor. Rao stands off to the side, but there is something different about her. Amaterasu is quick to sniff it out—it's not Rao, but the Dark Lord using her as a puppet! He was controlling her all along, and when Amaterasu gave her the Fox Rods, she really gave the mighty magical instruments into the hands of the Dark Lord himself! There's only one way to make this right...




# EVIL RAO

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Sword Slash	1-2 Solar Energy
Flaming Down Strike	2 Solar Energy
Fire Swords	1-2 Solar Energy
Lunge Attack	1 Solar Energy



Evil Rao is a fast, agile swordsman with a litany of attacks that can be difficult to dodge if you aren't careful. Her two primary attacks are a basic sword slash and lunging attack, which can be evaded with dodges, jumps, and the R2 Button evasive maneuver. Additionally, if Amaterasu has a Reflector equipped as a sub-weapon, she can block these attacks with a well-timed press of .

Of course, nobody gets the prefix *Evil* for possessing a rudimentary understanding of swordplay. Evil Rao has two other far more deadly attacks up her sleeve. She'll often leap high into the air and streak downward, sword extended below her, with the force of a comet slamming into earth. This is a very difficult attack to dodge, as it happens very fast. Another fiery attack that she's fond of sees her summon a number of fiery swords that then fly across the room at Amaterasu.

The best way to counter Evil Rao's attacks and to put a quick end to this fight is through the use of the many items that Amaterasu has undoubtedly been collecting. For starters, use a Steel Fist Sake to increase her attack power and consider also using a Vengeance Slip to deflect Evil Rao's attacks. With these items in use, rush toward Evil Rao and attack with the weapon of your choice. Although the Power Slash won't harm her much (and Whirlwind is ineffective), Amaterasu can use Cherry Bombs effectively. That said, nothing works better than an Exorcism Slip. If you've collected a number of these, dole out one or two of them now to finish Evil Rao off faster.

B  
O  
S  
S  
  
F  
I  
G  
H  
T








Although it seemed that all hope was lost with the appearance of the Dark Lord and the knowledge that the whereabouts of Oni Island died with Queen Himiko, this was not the case. The crystal ball that Himiko relied on for so much safety soon began to shine where it lay on the floor. It was the Queen! Her visage appeared in the ball and she spoke of the way into Oni Island. She barely got the words out, however, before the valuable item cracked and splintered, taking with it whatever wisdom Himiko had yet to utter.



## SUNSET WATCHERS

### OBJECTIVES

-  Sprint to Watcher's Cape.
-  Cross the bridge to Oni Island.
-  Break into the Oni Island castle.

## NORTH RHYOSHIMA COAST

### SPRINT TO WATCHER'S CAPE

Issun won't allow Amaterasu to use the Mermaid Springs to warp to the coast, so she must return on foot to North Rhyoshima Coast before sunset. Sprint as fast as you can. Once there, climb the Catwalk to the bluff on the west and run along the path to the cape. There, Amaterasu will encounter Otohime, the Queen of the Dragonians.



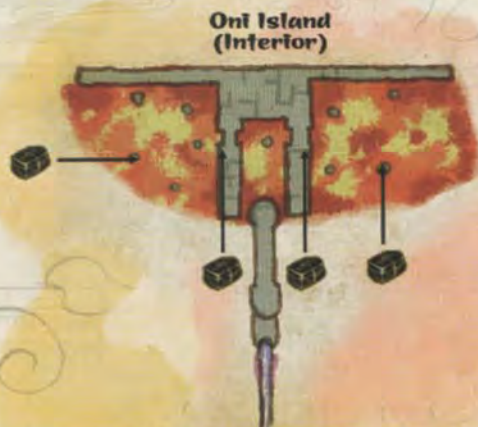
### CROSS THE BRIDGE TO ONI ISLAND

Otohime heard the last words of Queen Himiko and made the decision to turn herself into a new Water Dragon using the Dragon Orb, much like her husband had done. This is the only way Amaterasu can reach Oni Island; and without agreeing to Otohime's plan, Queen Himiko would have perished in vain.

Leap onto the lengthy back of the newfound Water Dragon and cross toward the fiery Oni Island in the distance. As for Issun's warning about not giving up "because you're hungry or have to go the bathroom," there is another Origin Mirror not too much further. Can you hold it for 10 minutes?



## ONI ISLAND (EXTERIOR)



North Ryoshima Coast

## Oni Island (Exterior)

### BREAK INTO THE ONI ISLAND CASTLE



Create a Power Spring in the lava fountain and ride it up to the main level of the castle exterior (make sure the Fire Tablet is equipped). From there, leap into the lava on the other side and swim to the solid rock platforms floating in the sea of molten mass. There are two areas flanking this central area, each of which contains a treasure chest beneath a Konohana Blossom. Use the Vine brushstroke to reach these chests and exit either side via the Power Spring to the north.



Before Amaterasu can enter the interior of the castle, she must first defeat the Red and Blue Ogres that appear. The best way to do this is with a Vengeance Slip acting as your defense and to flank the individual Ogres and use the Whirlwind attack

to pin them against the walls of the castle with tremendous wind. While they're stuck near the wall, use your equipped weapon to inflict as much damage as possible.

Secret  
Island,  
Secret  
Palace



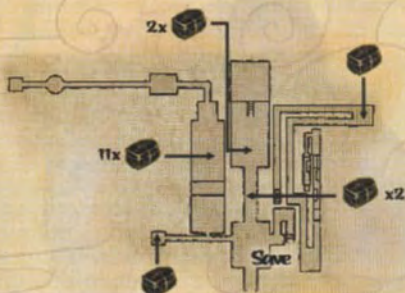
# LONE WOLF VS EVIL

## OBJECTIVES

- Descend into the Labyrinth of Torment.
- Complete the races on B2.
- Complete the races on 1F.
- Complete the races on 2F.
- Navigate across 3F.
- Bring electricity to 1F.

- Climb out of B1.
- Navigating 5F.
- Battle across 6F.
- Win Tobī's final race.
- Avenge Queen Himiko's death.

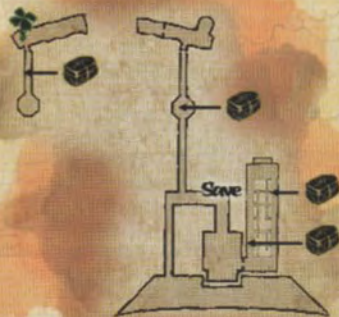
## ONI ISLAND (INTERIOR)



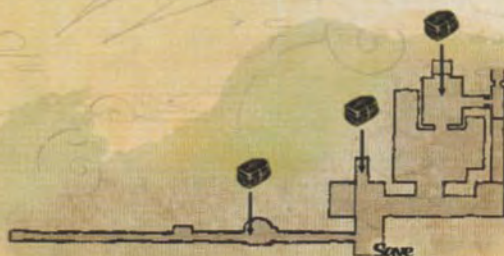
Oni Island (Interior, 1F)



Oni Island (Interior, 2F)

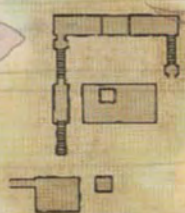


Oni Island (Interior, 3F)



Oni Island (Interior, 4F)





**Oni Island (Interior, 5F)**



**Oni Island (Interior, 6F)**

**Oni Island (Interior, 8F)**



**Oni Island (Interior, B2)**

**Oni Island (Interior, B1)**





## DESCEND INTO THE LABYRINTH OF TORMENT

Visit the Imp Merchant near the Origin Mirror and purchase any Holy Bones or Exorcism Slips you need. Amaterasu is currently on the first floor of the castle and, although there are several doors leading deeper into the castle, there's only one way to go for now. Enter the room to the left and retrieve the **Exorcism Arrow**, then use it to destroy the Demon Lock on the door to the right.

### A Running Start

*There are going to be times throughout Amaterasu's stay in Oni Island when she can benefit from a healthy running start. Whether it be leaping for a distant ledge or trying to win a race, this can be a difference maker.*

Descend the stairs to the basement and talk to Tobi, the gatekeeper. Tobi works with the Labyrinth of Torment and will race Amaterasu through a series of devilish obstacle courses. These courses start out relatively safe and progress into something far more sinister. Each race can be attempted as many times as it takes to win, although Amaterasu will often fall into a bottomless pit (or spikes, a laser trap, saws, etc.) and lose 1 Solar Energy each time. To start the race, simply step on the button under Tobi. To finish, just be the first to pass through the golden gate. Sound easy enough?

### Adaptive Difficulty

You've come a long way to get to this point—probably 35-40 hours, right? Don't worry about not being able to complete one of these races—the more often you try, the easier it becomes. Not because you'll eventually get better, but because Tobi will slightly slow down each time you fail. Furthermore, some of the obstacles will actually become easier to overcome, as well. So hang in there and keep trying!

## COMPLETE THE RACES ON B2



The first race against Tobi is a simple sprint. Use **○** to dash forward across the start and don't stop dashing until you're safely through the golden gate ahead of Tobi. The next race requires Amaterasu to run and jump across a collection of platforms suspended above a sea of needles. The platforms get closer to one another each time Amaterasu fails at this race, so don't sweat it. Just keep trying to get across the room on an angle safely—chances are, it will be fast enough to beat Tobi.

Climb the stairs at the far end of the room and use the Catwalk to continue the ascent back up to the ground floor. Follow the walkway around to the right where you'll find Tobi.

## COMPLETE THE RACES ON 1F

The Terraced Passage

isn't an especially difficult race. It consists of just one straight corridor with a number of ledges in it. By maintaining a steady gallop and double jumping from ledge to ledge, Amaterasu can stay ahead of Tobi. One



way to guarantee victory is to press **○** while in the middle of a jump to dash forward for extra distance. Should you fall from a ledge, you'll have to use the Catwalk to exit the trench and start over—there's little chance of you winning if you have to Catwalk.

The next race on the main floor is one of the more difficult ones, thanks to the height of the obstacles Amaterasu must leap over while sprinting. The saws in the upcoming corridor come in varying heights and Amaterasu must get over them as fast as she can. To win the race at the Passage of Saws, get a running start in the square room near the starting line. This, combined with dash-jumps should help her stay close to Tobi before the finishing stretch. The final straightaway is long enough to make up a lot of ground on Tobi if necessary.



Next up is the Passage of Demonic Wheels! Sprint through the narrow halls while slipping between the large grinding wheels that slide left and right across the hallway. There are no tricks to winning this race, other than to keep trying and attempt to anticipate the subtle lateral movement of the wheels to better slip through the gap unscathed. Use the starting area to get a running start, and don't forget to dash!





## COMPLETE THE RACES ON 2F

Tobi's next race is the Chamber of Delay, and it requires Amaterasu to complete a battle against three Headless Guardians fast enough to still make it to the finishing gate first. Between the many Exorcism Slips in Amaterasu's possession (including one from the chest in the previous room) and the ability to draw Cherry Bombs and Power Slashes, the battle should be over in no time.

## NAVIGATE ACROSS 3F



First up, is the Heat Rays of Hell obstacle course on the third floor. This particular event isn't a race or timed, but rather just a challenge to test Amaterasu's balance. Use the small metal platforms adjacent to the laser beams' paths to stand safely while you study the laser timing. A Power Slash to the source of the lasers causes a temporary delay, but it's very brief. Move from platform to platform, down the left-hand side of the course and toward the first laser, then cut over to the right. The trickiest part in the whole challenge comes at the end. Make your way to the small platform in the very center. From there, wait for the laser on the right to pass, then double jump through the narrow gap in the fence to land on the beam leading south. Allow Amaterasu to come to a standstill after landing to avoid accidentally running off the beam.

## Deadly Holes

See those holes in the floor near the chests on the side of the room? They contain spikes that will jut up from the floor and skewer Amaterasu if she doesn't double jump over them!

Amaterasu must fight a Blue Cyclops in the next room. Use the water in the shallow pool to extinguish his pipe, then use the torches to light him on fire. Although he isn't terribly susceptible to attacks from the Celestial Brush, he's very vulnerable to physical attacks. Continue to the Origin Mirror, then reunite with Tobi past the Demon Lock.

The Passage of Needles not only consists of several obstacles that Amaterasu must leap over, but also two needle-lined walls closing in on her! Get a running start, then hit the button and keep to the center of the hallway to avoid being stuck!



Use a Cherry Bomb to blow a hole out onto the roof. Follow the Catwalk on the far right to obtain the **Exorcism Arrow** and return to the Demon Lock, then head to the north end of the hallway and step out onto the balcony of the castle.



Inspect the massive statue of the cat with the bow on its back and use the Rejuvenation brushstroke to draw an arrow to go inside the bow. This brings about another constellation in the night sky. Fill in all 11 stars to free Gekigami from the evil forces of Oni Island. Gekigami grants Amaterasu the power of Thunderstorm, which enables her to direct the power of lightning at enemies and metallic objects. Give it a try by holding the R1 Button when the lightning in the distance strikes, then drawing a line from the lightning to the metal sword statue near the door.

Go through the opened door to the drawbridge and use the Thunderstorm brushstroke to zap the sword statue near the cliff. This makes the large platform in the center begin to rotate at a slow pace. Amaterasu must get a running start and cross over this platform to the far side before it rotates out of position. Start back near the giant statue of Gekigami to get enough speed to make it up and over the platform. Head inside, zap the chest to gain the **Exorcism Slip L**, and Cherry Bomb the crack in the floor. This will drop Amaterasu back to the first floor.

## BRING ELECTRICITY TO 1F

Jump through the large tapestry near the landing spot and grab the electrified key at the end of the corridor. This peculiar key will react with the golden-edged panels hovering above the floor to make them become solid, but only if Amaterasu is holding the key. Go back through the tapestry and leap up the step-like panels to the upper level. Draw a line from the key to the sword statue to open the door and proceed through.



The Sliding Doors of Hell are comprised of countless screens that divide the large room to the south into dozens of tiny, near-identical, little cubes of real estate. There are three entrances into this maze,

but there's only one way out and no real way to get terribly lost. There are areas where Amaterasu can leap through holes in some of the solid walls, but mostly it's "just a matter of opening each door and looking for treasure while heading south—there are 11 treasure chests in all! Carry the key through the maze while collecting as much treasure as you wish. Use the in-game map to check your direction and continue south. The exit is via the middle column of squares and requires a Cherry Bomb.

Secret  
Island,  
Secret  
Palace



Once out of the maze, head back down the hall to the main room where Amaterasu first entered the castle. Take a moment to save your progress, then use the key in the metal contraption to unlock the giant gate. Pass under the raised gate and turn around to use the key one last time; paint lines from it to the two iron chests to get the treasure inside. Head north to the giant statue and paint a line from the sparking electricity to the nine-pronged sword on the statue. This makes the statue disappear, thereby revealing a secret staircase to the basement.

## CLIMB OUT OF B1

Descend the stairs into the narrow hallway and advance toward the doorway at the far end. An alarm suddenly sounds and the room begins to flood with lava. Amaterasu has roughly 10 seconds to Power Slash all five of the eyeball alarm sensors.

Although it is impossible to slash all five eyeballs at the same time, don't forget the one behind her! Line up a Power Slash across the four eyeballs between Amaterasu and the gate, then quickly turn around to the right and slash the final one in the corner.

Use the Thunderstorm brushstroke to supply electricity to the sword statue up ahead. This makes the large platform-wheel start to rotate. Wall Jump from the right-hand wall to the platform, then quickly leap to the ledge above. Continue upwards past the second rotating platform to the next level.



Ignore the lock-box for now and slip under the spiked rotating platform. Draw the Mark of Kabegami up the side of the rotating platform away from the spikes and quickly scamper up to the next platform. Run and leap to the left and head up the numerous rotating platforms with quick jumps and direction changes—the closer you make Amaterasu resemble a pinball, the better your chance of success.

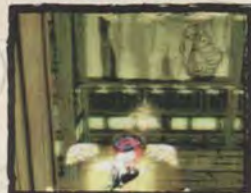
Use a Power Slash to slice through the barrier at the top of the stepped-ledges and grab the key. Don't head back the way you came, though! Instead, continue left and climb the lofty room up ahead. Leap into the air from the ledges and use Vine to reach the Konohana Blossoms up above. Keep climbing to reach a secret chest. Drop back past the Konohana Blossoms and approach the left-hand wall. Leap into the secret passage behind the screens on the wall and continue left. Dash over the two trapdoors to reach a chest that contains an **Exorcism Slip L**. Then head back to the lock-box and use the key to continue.



Proceed to the series of wheels spinning in place above one another. Each wheel has a gap in it, and it's up to Amaterasu to double jump through this gap as the opening spins into place over her. Finish the ascent from B1 to 4F by timing your jumps and carefully leaping through these holes to reach the next wheel. As Amaterasu ascends, each successive wheel spins faster and the opening gets slower. Consider using the Mist brushstroke to slow things down.



## NAVIGATING 4F



Save your progress at the Origin Mirror and leap onto the platform to the left of the mechanical laser device. Grab the key from this platform and use it to open the chest in the corner to gain the **Oni Island Map** before climbing the stairs to the next floor. Carry the

key across the electrified platforms that lead in a step-like pattern up into the rafters. Rely on the Mist brushstroke to get past the Blocking Spider at the end.

## Free Refills

The upper floors of the castle are littered with dozens of clay pots, jars, and statuary. Be sure to Power Slash the shelves of pottery to regain Solar Energy, Ink, and plenty of food and Yen.

Step out over the vertical shaft and press **○** to let go of the key—this causes Amaterasu to fall through the electrified platform to a chest below. Take the item from the chest and grab the **Exorcising Arrow** from the platform, then Cherry Bomb the wall behind the tapestry to create a way out to the east. Use Inferno to light the second torch near the gate and make an exit to the south. Carry the Exorcising Arrow into the hall to the east and dispel the Demon Lock on the gate.

## RACING ON 5F

Climb the stairs to the next floor, where Tobi awaits. For this race, step on the button and immediately draw the Mist brushstroke to slow the Blocking Spider. Although you can return downstairs and get the key, it's unnecessary. Instead, get a running start on the race and double jump across the gap in the floor. Double Jump over the spiked sticks that emerge in each doorway and climb the stairs to the sixth floor as fast as you can.





## BATTLE ACROSS 6F



Use the lightning from the storm cloud to help dispatch the Red and Blue Ogres in the large room to the east. The power of Thunderstorm combined with Whirlwind and a lengthy combo is far too much for this monstrous pair to handle.



Slip past the bottomless pit in the following hall by double jumping over the spikes on the ends and curving in mid-air to solid ground. From there, it's time to climb. Draw the Mark of Kabegami down from the statue in a

curving line toward the floor that swerves around the spikes. Use Mist to slip past the Blocking Spiders and proceed to the large room up ahead, where another battle awaits Amaterasu.

Step outside into the night sky and tackle the Blockhead barring the path up the stairs. Follow the location of the five weak points he reveals, then paint dots over them in that same order.

## WIN TOBI'S FINAL RACE



Tobi awaits on the balcony inside the room on 7F with one final race. Don't challenge him just yet, though! This race requires some preparation. Carefully leap onto the ledge to the right and make your way to the far side of the room. From there, Amaterasu can place a Cherry Bomb near the crack by the other balcony, thus revealing a hidden Konohana Blossom. Now she's ready to race. Step on the button to start, then leap off the balcony. Vine Amaterasu toward the Konohana Blossom to swing past Tobi mid-flight and win the race!

## AVENGE QUEEN HIMIKO'S DEATH

Step outside onto the balcony and save your progress at the Origin Mirror. This is it! Amaterasu is only a couple short flights of stairs away from battling the shadowy monstrosity that claimed the life of Queen Himiko. Summon the beast by filling in the nine stars of the constellation that appears.





# NINETAILS

122

## ATTACK DESCRIPTION DAMAGE

Mighty Sword Slash	2 Solar Energy
Tail Spirit Slashes	1-2 Solar Energy
Toxic Spray	1 Solar Energy
Burrowing Tails	1 Solar Energy
Elemental Attack	1 Solar Energy
Tail Swipe	2 Solar Energy
Trample Attack	1 Solar Energy



The battle against Ninetails is unlike any thus far in that this monster is also capable of drawing attacks. Although it does this only when you are attempting to use the Celestial Brush, Ninetails will quickly draw symbols that cancel Amaterasu's attacks and even drain her many Ink Pots! It's imperative that you complete your drawings quickly, or else Ninetails will beat you to the punch every time!

Equip the Seven Strike glaive as Amaterasu's main weapon and the Exorcism Beads as the sub-weapon to have both a powerful melee weapon and a ranged attack. This is a lengthy battle, so it's best to get after Ninetails quickly! Use the Celestial Brush to light each of its nine tails on fire. This can be done by drawing a line from the various flaming cauldrons around the perimeter or via the infinity symbol. Ninetails attempts to extinguish the flames if given the chance, so use an Inkfinity Stone and draw quickly and often to ignite as many tails as possible. The more time Ninetails spending extinguishing his tails, the less attacking it can do.



Watch for Ninetails to raise its nine-prong sword to the heavens in preparation for its mighty sword slash. Quickly use Thunderstorm to zap the sword—and Ninetails—when the storm cloud emits some lightning. This causes the flaming tails to break into small, sprite-like swordsmen who attack on foot. These miniature foes are not to be taken lightly, but Amaterasu can make quick work of them with a Vengeance Slip (for safety) and an Exorcism Slip M.

Ninetails will up the intensity of its attacks after Amaterasu has destroyed several of its tails. Stay on the move to avoid its yellow toxic spray and burrowing tails. Ninetails also attempts to trample Amaterasu and uses the nine-pronged sword in a powerful charged attack.



Continue using the torches and Inferno brushstroke to light the remaining tails on fire. Look for an opening when the tails are in a row, then draw a straight line from the torch across all the tails to light them aflame. Continue to use the lightning to draw out the individual tail spirits and dispatch them with Exorcism Slips and Power Slash attacks.

Once Ninetails is reduced to just one single tail, Amaterasu realizes that the great beast is little more than a more-powerful Tube Fox! Continue to use Thunderstorm to blast it with lightning to briefly paralyze it. Stay out of its range of attack and rapidly tap  $\odot$  to use the Exorcism Beads from afar. Stay on the move to avoid its tail swipes and sword slashes and use the Thunderstorm ability every time you see a pulse of lightning in the sky! Follow this attack with more ranged attacks from the Exorcism Beads and Amaterasu will be victorious in no time!





### Act 5: Conclusion

Victory over NineTails earns Amaterasu the coveted **Blade of Kusanagi**, one of the most powerful Divine Instruments in existence! The defeat of NineTails brought about the destruction of Oni Island which, without a captain, was simply lost at sea and doomed for ruin. At this time, Otohime was able to return to the Dragonians she presides over, knowing her task was complete.



Unfortunately for those living in the north, the deceased spirit of NineTails joined with that of Blight and together they flew off in search of the blackened spirits that fled the corpse of Orochi. They were last seen heading north over Nippon and growing in strength.





# The Cold White North

## ACT 6

*The destruction of Ninetails and the release of more dark spirits beaded northward was a grave sign. All was not right in Nippon. And unfortunately for Amaterasu and Issun, they have no time to relish in their victory on the sunny shores of the Ryoshima Coast. Instead, the pair must race northward to Shinshu Field on the advice of the no-good prophet, Waka. Nobody can say what is going on to the north, or if it is something that can be prevented, but Amaterasu and Issun have come too far to turn a blind eye now.*



# SHINSHU'S ROLLING THUNDER

## OBJECTIVES

Unlock the secret passage.

### Side Missions Should Wait

Amaterasu needn't rush to Shinshu Field right away—there's plenty of time to go fishing, look for additional Stray Beads, and even pay Queen Olohome a visit to see how she's doing after turning herself into the Water Dragon. That said, there are several side missions in Sei-An City that you might be looking to complete, but you still can't do this until Amaterasu finds the Gimmick Gear, which just so happens to be in Shinshu Field...

### SHINSHU FIELD

#### UNLOCK THE SECRET PASSAGE

Amaterasu might not want to admit it, but Waka was right—those dark spirits that fled Ninetails' corpse were definitely headed north. Right now, the furthest north that Amaterasu can travel is the upper plateau in Shinshu Field, which happens to be where Waka made a mark on her map. Head to Shinshu Field and use the Kabegami statue to Catwalk up to the northern section.



Once on the plateau, head to the bluff overlooking the ocean near the ancient fort and use Thunderstorm to connect the lightning in the sky to the massive sword statue atop the fort. This unlocks the door on the side of the fort, thereby giving Amaterasu an underground path to Kamui, the snow-covered field in the north.

#### SIDE MISSION: RACE IDA ONE MORE TIME

Ida is ready for one final race around Shinshu Field. There are a couple things to note about his racing style this time around. For starters, he'll drop his spiked traps in the center of the bridge at the start, so hug the edge even more than usual to avoid getting pinched. More importantly, Ida runs a completely different route this time. After the bridge, he'll run a clockwise lap around the Dojo, then descend the switchbacks and run a counter-clockwise lap around the Guardian Sapling. This is your big chance to tackle him! Wait between the tree and the pond and tackle him when he has nowhere to go! In addition to +50 Praise, Ida also rewards Amaterasu with the **Gimmick Gear**. Now Amaterasu can complete two of the side missions in Sei-An City!



### Next Up, Ida's Brother!

Return to Ryoshiba Coast and race Ida's younger brother, Hayate, one more time to earn extra Praise and a **Stray Bead**. There are several other Stray Beads that you can now claim in the North Ryoshiba Coast and Dragon Palace areas, check the "Lupine Logbook" chapter of this guide for info on their whereabouts.

### SEI-AN CITY

#### (ARISTOCRAT QTR)

Head to the grave of Queen Himiko behind her palace and talk with the Handmaiden. Climb the steps to the monument during the daylight and use the Waterspout ability to sprinkle water from the monument onto each of the four stone pillars out in the lake. Doing so earns Amaterasu another visit from Nuregami, the God of Waterspout. On this occasion, Nuregami grants Amaterasu the power of Deluge. By drawing two vertical lines, side-by-side, she can now make rain pour down on enemies.



#### SIDE MISSION: TIME TO CLIMB

Go around behind the lofty tower in the northwest corner of the Aristocratic Quarter and use the Catwalk ability to climb to the room at the top. Go inside and talk to Gen, the inventor. Gen is in dire need of a Gimmick Gear to complete his latest contraption and begs Amaterasu to fork it over (obtained from Ida in Shinshu Field). With the Gimmick Gear in place, Gen is ready to give his new machine, "Lightningbringer" a test run. When he does, use the Celestial Brush to draw a lightning bolt shaped wire in the electrical board.

Drawing the bolt-shaped wire properly brings on a visit from Gekigami, the God of Thunder. Gekigami grants Amaterasu the Thunderbolt ability. Put this new ability to use at once by drawing a lightning bolt above the metal chest in the room atop the tower. The **Stray Bead** inside the chest, combined with Gen's Praise, makes this trip worthwhile, indeed!



## SEI-AN CITY (COMMONER'S QTR.)

### SIDE MISSION: CATCH A PICKPOCKET



Talk to the Soldier in the southeast corner of town to hear about the rash of burglaries that have taken place of late. She correctly believes that part of the problem is that Sei-An City is simply too dark at night and they might have a better time catching the thief if the

big lanterns are all lit. There are three big lanterns: one at the north end of town, one on the main road in the center, and a third in the southeast corner of town. There are three giant cauldrons in this section of the city and only one of them is currently lit—the one at the north end of town. You can light the other two in either of two ways. First, by using Inferno to spread flame from the lit cauldron to each of the smaller torches lining the street and light the other two large ones in this manner. The other option, if applicable, is to use the Fireburst brushstroke to simply light the two cauldrons directly.

Once the cauldrons have been lit, speak with the guard in the corner to learn a bit more about Hayazo, the pickpocket. Use the Crescent brushstroke to make sure it's nighttime, then Power Slash the boulders in the southeast corner to flush Hayazo out of hiding. After introducing himself, Hayazo explains the rules to chasing him down. First, he's going to split apart into two to five different bodies. Before he starts running, each of the bodies will show, via a thought bubble, a particular weakness and a number. This can be any of the following: Power Slash, water, fire, or lightning. Pay attention to the order in which they are shown to you because you must strike the various clones with the right attack in the right order in order to reclaim the stolen goods.



Fortunately for Amaterasu, the clones will all run together around the Commoner's Quarter in formation, thereby making them easier to keep track of—especially since there will occasionally be duplicates! They keep running and running until either Amaterasu fails, succeeds, or the sun comes up. Eliminate this third option by pausing every minute or so to draw another Crescent in the sky.

When it comes to striking the clones, the Power Slash is the most accurate, but you have to be careful where you choose to hit the others, as you could accidentally hit the wrong one. We recommend using the pond near the Weapon Dealer's shop to perform any water-based attacks with Waterspout.



As for fire, resist the urge to draw the infinity symbol on a clone unless he is the only one left. Instead, draw a line from either of the big cauldrons to the red-cloaked clone when his turn comes. Lastly, chase the lightning-susceptible clone toward Mr. Chic's building

where a lightning-infused man named Raiden is standing. Draw a line from this pedestrian to the Hayazo clone in yellow.



Once the final clone has been struck down successfully, run up and tackle him to knock one of the stolen items from his hands. There are four stolen items that Amaterasu must return:

1. Return the **Glass Watch** to Samurai Dandy (man in blue walking about near the Origin Mirror).
2. Return the **Millet Dumplings** to Momotaro (the young boy near Mr. Chic's building).
3. Return the **Chrysanthemum Hairpin** to the City Dweller (he can be found in the café at night).
4. Return the **Tao Mask** to Abe (the guard working at Waka's HQ, reachable via the Power Spring in the southeast corner).

Completing this lengthy side mission earns Amaterasu a ton of Praise and a **Stray Bead**.





## A photograph of a traditional Chinese courtyard. In the foreground, there is a large, ornate lantern hanging from a wooden structure. Behind it, a wooden fence or railing runs across the frame. In the background, there are traditional Chinese buildings with tiled roofs. The scene is captured in a slightly grainy, vintage-style photograph.

so Amaterasu must immediately use the Deluge brushstroke to make it rain after planting the tree. This earns Amaterasu +50 Praise from Camille. Continue talking with the duo to earn a **Stray Bead** from Camellia.

With these last couple side missions completed, the time has come to head north. Of course, there will be plenty of opportunity to return to the southern corner of Nippon at a later time. But for now, say goodbye to the beach and sun of the Ryooshima Coast and say hello to a raging blizzard! Return to Shinshu Field and enter the passage you unlocked earlier to reach Kamui.

There are several species of animals living in the north that Amaterasu hasn't yet encountered, and two of them only eat fish! Be sure to purchase another dozen or so Fish Feedbags before leaving Shinsbu Field, or else you might not be able to feed the wildlife.

# KAMUI



## The Cold White North

Head up the snowy path toward the Origin Mirror then, after saving, continue toward the house on the left. Amaterasu must defeat several Namahage before going inside, but they're not terribly difficult. Use the Thunderbolt brushstroke combined with the Exorcism Beads to quickly cut through their swarm from a safe distance. After the brief fight, head inside for some warmth—and to meet your first resident of Kamui.





# OKI

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Flying Ice Swords	1-5 Solar Energy
Lunging Sword Attack	2 Solar Energy
Charged Sword Slash	3 Solar Energy
Frost Wind	1 Solar Energy
Wolf Dash	1 Solar Energy
Plunging Ice Sword	2 Solar Energy
Icicle Thrusts	2 Solar Energy
Ice Beam Attack	2 Solar Energy

Oki, his tribe's most skillful swordsman, has fled to the frozen land of Kamui to hunt monsters with the legendary sword, Kutone. He is not to be taken lightly!

Oki's attacks are all ice and water-based, which means that Amaterasu can put the fires lighting their battle to use against him. Leap over his lunging attacks and counter with a ranged attack from the Exorcism Beads. Use a Steel Fist Sake and a Vengeance Slip to help increase Amaterasu's offensive and defensive abilities, respectively.

Draw a line from the fire pits to Oki whenever he's about to use his flying ice sword attack. Inferno won't actually damage Oki, but it will cancel his attack and leave him temporarily vulnerable. Many of his attacks are performed at close-range, so Amaterasu should stay away from him most of the time. The one exception is when he raises his sword overhead to charge it for a powerful slashing attack. Run forward while holding **@** to charge the Kusanagi sword, then let loose with a charged slash of your own before he unleashes his. Just make sure to leap out of the way in time! Oki's strength becomes evident as his attacks are not only highly damaging, but many of them also leave Amaterasu frozen in a block of ice for several seconds. This is why it's important to use the Vengeance Slip.

Perhaps Oki's biggest advantage is his ability to transform into a sword-wielding wolf—much like Amaterasu herself—when he's been depleted of health. As a wolf, Oki has access to an even more powerful and varied array of attacks. His resistance to damage is pretty impressive, as well! Don't waste any time or risk failure—hit him with an Exorcism Slip M, then finish him off with multiple charged attacks from the Kusanagi while relying on the Vengeance Slip to keep safe. Oki's wolf form may split off into separate clones in an attempt to confuse Amaterasu. If this happens, hit him with another Exorcism Slip and put an end to the fight at once!





After the battle, Oki spends a couple minutes explaining why he has the Kutone sword—a weapon Issun is familiar with—and what he is doing in Kamui. He'll speak of the Ezofuji mountains and the inundation of monsters that have made their difficult lives that much harder. But it is his telling of the twin demons, Lechku and Nechku, that truly grab Amaterasu's attention. These demons broke free of their shackles atop the mountains and have gone on a killing rampage throughout northern Nippon.

## COLD COMFORT

### OBJECTIVES

- Eliminate the cursed zone.
- Explore Kamui en route to Wep'keer.

#### ELIMINATE THE CURSED ZONE

Leave Oki to his mission, then follow the main path through the tunnel and up toward the rocky hilltop. Yoichi is there, firing arrows at the massive monolith. You know what to do—pause his arrow mid-flight with the R1 Button and draw a line from one of the lightning bolts to his arrow to make it pulse with electricity! This reveals a hidden Guardian Sapling. Bloom the tree with the Celestial Brush, then stand back and watch the cursed fields of Kamui spring to life. Amaterasu will gain a total of +100 Praise for finding the tree and making it blossom.



#### EXPLORE KAMUI EN ROUTE TO WEP'KEER

##### Another Wanted List

Visit Wali inside the house on the west side of the lake to get another monster list. Each of the enemies on the list is an Igloo Turtle that attacks at night in Kamui. Obtain this list from Wali before you do too much exploring, as you're bound to finish off a few of the wanted monsters while searching for travels.



Kamui isn't one of the most bustling place in Nippon, but it does have its share of inhabitants, not to mention plenty of buried chests containing Stray Beads and valuable treasures that Amaterasu hasn't yet encountered. Follow the path to the southeast to explore the icy waterfront where Onigiri has set up another Dojo. While there, Amaterasu encounters Kokari, who is more than willing to do some fishing with his favorite white wolf.

Gradually make your way north toward Wep'keer, the village of the Oina people. On the way, destroy the monsters within the two Devil Gates (+50 Praise each) to restore the spring to the area and make certain to explore the cave to the west. There are many treasures to find on the way to Wep'keer—you only have to look for them. Consult our map for assistance in finding them all!



One cave Amaterasu may need help entering is located near the Guardian Sapling. Use the Vine brushstroke to reach the ledge behind the great tree, then draw a pair of Cherry Bombs to blast through the cap sealing off the cave entrance. There's another Divine Spring inside the cave. Make an offering of 300,000 Yen (gulp!) to bring about another visit from Bakugami. This time, Bakugami grants Amaterasu the ability to attack with three Cherry Bombs at once!

##### Another Giant Spider!

Leap over the snowy ledge while climbing the hill toward the Wep'keer entrance and use a Cherry Bomb to blow a hole in the frozen waterfall to the north. Dig through the slab of rock inside the cave to do battle with another Bandit Spider. Attach the Vines from the Konohana Blossoms to three of its hooks and use repeat Powder Slashes to destroy its weak points. Use an Infinity Stone and work fast to defeat the Bandit Spider while only having to tie it up once! Win this battle to claim another Sun Fragment and lots of money!







# ICY WEP'KEER

## OBJECTIVES

130

-  Speak with Samickle.
-  Talk to an old friend.

### WEP'KEER



### Wep'keer

#### SPEAK WITH SAMICKLE



Enjoy the solitude and search around Wep'keer for chests and Clovers, then make your way up the icy mountainside to the house to the north. There, Amaterasu will find Samickle, the unfriendly guard charged with protecting the village elder.

Samickle is arguably the least friendly person Amaterasu has encountered throughout Nippon. And not only was he unusually mean to Issun—who he seemed to know from long ago—but he even refused their request to speak with the village elder. There's nothing Amaterasu and Issun can do until someone in the village decides to open up to them. They can't help those who don't want to be helped.

### HAVE A MEETING WITH THE ELDER

Return to the Origin

Mirror at the base of the mountain and start walking back toward Kamui.

Just when it looks like Amaterasu is going to leave, a voice calls out to them.

It's Kai, an old friend of Issun who obviously used to live in this area. Kai elaborates on what the duo already knows, especially concerning the Twin

Demons and why the village is blanketed in a steady state of winter.



Perhaps even more troubling to Kai is that her little sister, Lika, has disappeared. According to Kai, Lika has a special ability that holds the fate of the village in her hands. As Kai continues on, a strange howl is heard in the distance. It's Kemu, the village elder, and he has summoned for Amaterasu and Issun.





# LIKA IS MISSING!

## OBJECTIVES

- Meet with Kemu.
- Search Enzojui for the amulet.
- Follow Kai through Yoshpet.
- Ask around Ponc'tan about Lika.

### MEET WITH KEMU

Return to the top of the mountain where you spoke with Samickle earlier, and enter the house he guards. Kemu stirs in his sleep and chases after Amaterasu in an inhospitable manner. Tackle the old guy to wake him up, so that they can get down to business. He'll explain that Lika is the only one who can recite the Volcanic Incantation needed to restore warmth to the land before it freezes solid forever. Kemu would do it, but he's too frail to make the trip up Enzojui in the blizzard. Kemu believes she has gotten lost in Yoshpet forest and he needs Amaterasu and Issun to find her. To help them prepare, he'll tell the villagers to open their homes and his guards to open the gate to Laochi Lake.



### A Charm of Importance

Talking with Samickle as you exit Kemu's house reveals a valuable tip—there's a charm at the edge of Laochi Lake that will help make it possible to navigate through Yoshpet.

Return to the entrance from Kamui and visit the Merchant, who is now manning his shop. Purchase the **Resurrection Beads** for 150,000 Yen and equip them. Before heading off to Laochi Lake or Yoshpet, first spend some time in Wep'keer, talking with all of the villagers and completing the following side missions.

## SIDE MISSION: SNOWBALL PLAYGROUND



Wep'keer  
(Snowball Playground)

Head to the Snowball Playground down the hill from Kai's house and talk to Otter Mask. This little child has been playing in the snow and has built herself a pretty large snowball, but she wants to see an even bigger one from Amaterasu! Roll the snowball around the Snowball Playground to make it bigger. In order to make sure it accumulates snow and grows in size, roll it over the clumps of snow scattered throughout the area. Be sure to keep it away from the fires, though, or else it will melt and shrink.



Roll the snowball up to Otter Mask and talk to her to check on the size. It's going to take an enormous snowball to impress her, so keep rolling it around and checking with her until she's satisfied. She'll give Amaterasu +50 Praise once the snowball is big enough.



### KAMUI (EZOFUJI)

#### Wawku Shrine



Kamui (Ezofuji)





## SEARCH EZOFUJI FOR THE AMULET

Head north, past Kemu's house, to the large gate to the Enzofuji area near the Laochi Lake. Follow the trail on the west side of the lake up the hill to the small house near Affun Gate. Go inside and speak with Tuskle, who spends her time watching the Affun Gate.

She is well-versed in Nippon legends and will share a great deal of information regarding the Ark of Yamato and the current state of affairs. Continue talking with her to get **Sewaprole**, the Oina amulet that grants access to Yoshpet forest.



Exit Tuskle's house and use the Konohana Blossoms on the left to explore the eastern side of this region. There are many Clovers and buried chests nearby, including one containing a **Sun Fragment** and several **Stray Beads**. Additional chests can be found by exiting the area and using



the Mist Warp ability to return to the Origin Mirror in the rocky area to the southeast.

Save up 360,000 Yen and head back along the trail on the western side of the area. Proceed to the point in the trail where it curves hard to the right toward Tuskle's house. From there, jump down to the snowy ledge below. Power Slash the iron rock and drop into the cave below. This particular cave contains the final Divine Spring. Make an offering of 360,000 Yen to earn a final visit from Tachigami. This time, Tachigami will grant Amaterasu the Power Slash 3 ability, which makes the Power Slash brushstroke capable of cutting through diamond rocks!



## Praise Be With You!

You might not think it's worth seeking out the various diamond rocks just to dig up another Clover, but it is! Each of the Clovers hiding beneath the diamond rocks in Kamui (Enzofuji), Kamui, Agala Forest, Ryoshima Coast, and North Ryoshima Coast will yield +50 Praise. One quick lap through those locations will net Amaterasu *hundreds* of Praise in minutes!



## YOSHPET FOLLOW KAI THROUGH YOSHPET

Once you're ready to leave Wep'keer and search for Laki, head back to the Origin Mirror and speak with Kai. Kai knows Yoshpet pretty well and agrees to guide you through the confusion. She'll wait for Amaterasu just inside the entrance to the forest from Kamui. Head there when you're done taking care of business elsewhere.



Yoshpet isn't truly as confusing as the rumors make it out to be. The unmapped forest has three sections, each of which leads linearly through dozens of obstacles, such as attacking trees, snowballs, and falling icicles. There are many ledges and the lay of the land gives the impression of being maze-like,

but it isn't. At the end of each of the three areas is a wooden sign in the shape of an arrow, located right at a junction. The arrow points toward the exit. The other direction, however, is just a dead-end with a chest in it—and one that almost always contains something very valuable.

Scattered throughout each section of forest are numerous treasure chests and crystal balls. Grabbing the crystal balls adds 30 seconds to the clock, which should give Amaterasu more than enough time to collect the items from the chests and explore the dead-end in each section.



## Seeking Vengeance

*There's nothing more frustrating than being turned into a block of ice after coming in contact with an icicle, only to finally break out of the ice and touch the icicle again. Save yourself some time and angst by using a Vengeance Slip when negotiating the tricky sections involving multiple icicles and/or snowballs. Amaterasu will still be stopped by the collision, but she won't freeze solid. This will save you enough time to look for extra chests.*

## Forest Structure

The forest is designed as follows: Upon entering the woods from either end, Amaterasu will come into an entrance area. If approaching from Kamui, forward progress will put her in the first stage of the forest. Upon returning from the far end of the forest, the entrance area is really an exit—Amaterasu will never need to run the course in reverse! This makes it completely pain-free to return to Kamui after exploring the inner sections of the forest.





You'll have plenty of opportunities to explore Yoshpet later if you wish to. Nevertheless, unless you are really struggling to progress through the forest, there's no reason not to open any chests you stumble onto during your initial visit. It's not important to keep Kai in view, although she will wait for you. Definitely return for the items in the dead-ends of each section of the forest if you skip them this time.

## PONC'TAN



## ASK AROUND PONC'TAN ABOUT LAKI

Kai leads Amaterasu to Yoshpet's secret place, otherwise known as Ponc'tan. The area is a beautiful, flower-filled oasis inside the forest and it just so happens to be where Issun grew up. Bloom the cherry trees in the area and feed the abundance of wildlife scampering about. Approach the tree trunk in the center of the clearing to hear about Ponde Village inside the stump. Issun may not want to return to his homeland, but thanks to the Lucky Mallet showing up, Amaterasu can explore the tiny village without him.



The best way to explore Ponc'tan is to make a lengthy clockwise loop around the perimeter while using the Vine brushstroke to travel from leaf to leaf. Each of these platforms contains a chest and Amaterasu can gain some

valuable items from every one of them. Once on the leaf northeast of the two major stalks that Poncles inhabit, Vine back to the main walkway where the guards are located.

## Shopping With Gengo

Be sure to stop by the Merchant inside the house up the left-hand walkway from the central hub. Gengo has the **Eighth Wonder Glaive** for sale for 200,000 Yen. This is a great price for a rare weapon that, unlike most other Glaives, packs Ink Bullet power!



From there, ascend the spiraling walkway and use the Power Spring to continue the climb. Vine to the platform in front of the house to the west and go inside to meet Mrs. Seal. She remembers Amaterasu from when she made her a seal 100 years ago, and she's willing to do it again for 99,999 Yen. Unless you have an abundance of money, just politely decline and leave.

Return to the main walkway and go past the two guards to speak with Ishaku inside the house. Ishaku is thrilled to see, err... *sense* Amaterasu again, and will reflect on the good ol' days when the two were much younger. These days, Ishaku is the Chief of the Poncles and can't serve as a Celestial Envoy anymore. But he still knows Amaterasu needs one and encourages her to talk with each of the other villagers to see if any might make a good partner (little does he know his grandson, Issun, is right outside the village).

Exit Ishaku's home and head over to the house to the east. Go inside to meet Miya, the one person in Ponc'tan who remembers seeing the lost child the other day in the forest. She saw her travel through the Spirit Gate to another place and time. Say goodbye to Miya and climb the stalk she lives on to meet with Mura in the upper house. Mura will tell the story about how Issun met Kai and why he left Ponc'tan. From Mura's house, Amaterasu can leap atop the large mushroom and dig up the Clover there. Take a minute to raid any other chests you haven't reached in this area, then head back to Ishaku's house to tell him about Laki and the Spirit Gate.



Leave Ponc'tan behind and return to Issun, who is waiting patiently in the clearing outside the tree stump. Only after getting into a heated argument with Miya will Issun finally agree to join Amaterasu at the Spirit Gate. To get there, they must first pass through Inner Yoshpet. Save your progress and exit the clearing through the path beyond the Ponc'tan tree trunk.



# SPIRIT GATE HO!

## OBJECTIVES

- Follow Issun through Inner Yoshpet.

### INNER YOSHPET

#### FOLLOW ISSUN THROUGH INNER YOSHPET

The rules of navigating Inner Yoshpet are the same as the outer region of the forest. Amaterasu begins with 5:00 and the task of following the red-glowing Issun through the tortuous obstacle course. Hostile trees, snowballs, falling icicles, and more all combine to make this a dangerous trip for Amaterasu and one that she should be sure to take precautions when attempting.



Although there is no real way to get lost, especially with Issun's red glow lighting the way, Amaterasu will need to use an occasional Vengeance Slip to stay safe and avoid costly delays. There are an abundance of +30 second time bonus crystals to pick up and multiple chests to open. The main difference between this section of forest and the outer area comes in the third segment. Amaterasu will need to use the Catwalk ability to follow the Mark of Kabegami around the sides of a cliff to make her way across a chasm.

### Sun Fragment Alert!

Be sure to dig up the chest at the dead-end in the third section of forest, as it contains a **Sun Fragment**. There are only 15 of these total in the game and missing just one piece will prevent Amaterasu from attaining maximum Solar Energy.

Issun opens the Spirit Gate with his miniature, but powerful sword. A bright light pours from within the Spirit Gate in an enchanting, but terrifying way. Just as Amaterasu and Issun steel themselves against whatever they may encounter, Oki appears from the forest. He's followed them through Inner Yoshpet and with little hesitation, steps through the Spirit Gate. And off to a different time and place they go...

## KAMIKI A CENTURY AGO

### OBJECTIVES

- Wake up Nagi.
- Steal Nami's clothes.

### KAMIKI VILLAGE

#### (100 YEARS IN THE PAST)

Amaterasu arrives back in Kamiki Village, but something seems different. For starters, the Konohana Tree is just a sprout, as is the Young Wood Sprite Shakuya standing watch over it. Issun can't put his finger on what has changed about the place, but the answer will become clear soon enough. Make your way through the village while using Bloom on the withered cherry trees and digging up the Clovers scattered about. There are three chests to find in the river near the bridge, just as before. There's also one behind the village elder's home.

Talking with any of the residents of Kamiki Village makes it clear exactly to what *where* and *when* the Spirit Gate has deposited Amaterasu and Issun. They have gone back in time to that fateful night when Orochi summoned for the young maiden Nami, and Nagi and Shiranui worked together to slay the foul beast. The full moon is no coincidence—this is the night of legends!

### New Divine Instrument Available!

Put history on hold for one second and visit the Merchant up the hill from the Origin Terror. Sell off all of the treasures you found throughout Inner Yoshpet and use the proceeds to purchase the **Trinity Mirror** for 150,000 Yen. You won't have another opportunity to buy this Divine Instrument, so do so now!



### WAKE UP NAGI

When you're done collecting items and Praise from this unexpected return trip to Kamiki Village, head over to what you know to be Susano's house and speak with the legendary warrior, Nagi, sleeping out back in his practice area. He won't stir, so be sure to tackle him to wake him up. Doing so only leads to a misunderstanding of grand proportions as Nagi is convinced that Shiranui is an ally of Orochi and attacks. And, naturally, he thinks Amaterasu is Shiranui—she'll get this a lot.




# NAGI

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Flying Fire Swords	1-3 Solar Energy
Overhead Sword Attack	2 Solar Energy
Sword Lunge	1 Solar Energy

B  
O  
S  
S  
  
F  
I  
G  
H  
T

Considering he bills himself as the "Greatest Warrior Ever," Nagi is not that difficult to defeat. Perhaps it's because he just woke up from a nap? Whatever the reason, expect him to rely primarily on a flying fire sword attack in which he summons multiple swords (much like Oki's flying ice sword attack). These flying swords can be avoided thanks to the Holy Eagle jumping ability. They can also be blocked with a well-timed tap of , provided Amaterasu has a Reflector equipped as a sub-weapon.

As for offense, Amaterasu can rapidly whittle Nagi's health down with the Cherry Bomb 2 ability and by attacking with a charged-up attack from the Glaive. Move in after the Cherry Bombs stun him, attack with a rapid 4 shears combo, then quickly back away. Amaterasu can, of course, also mix in the occasional Power Slash attack.

Nagi does have two traditional sword attacks—and they can deliver a fair bit of damage—but they aren't difficult to avoid. Also, should Amaterasu have the Counter Dodge ability, she can both dodge the attack and inflict some damage simultaneously!



Winning the battle may have saved Amaterasu's hide, but how is Nagi supposed to defeat Orochi if he's knocked unconscious? No time to ponder that right now, however, as Orochi's annual arrow pierces the night sky and marks the lovely Nami for sacrifice, just as it does Kushi 100 years later.





### STEAL NAMI'S CLOTHES

According to the legend, Nagi dressed as the sacrificial Nami and fooled Orochi into being admitted into the Moon Cave. Amaterasu must steal the **Sacrificial Robe** and **8 Purification Sake** from Nami as she bathes in the river, then carry Nagi to the Moon Cave. Hopefully, the bouncy ride across Shinshu Field will wake him up!

136



First things first, head across the wooden bridge toward Nami's house and tiptoe toward her clothing on the bank of the river. Tilt the Left Analog Stick very slightly to make Amaterasu walk slowly and quietly and avoid drawing Nami's attention. Pick up the items and return the way you came, just as slowly as you approached.

## TO THE MOON CAVE!

### OBJECTIVES

- Carry Nagi to the Moon Cave.
- Defeat True Orochi.

## SHINSHU FIELD (100 YEARS IN THE PAST) CARRY NAGI TO THE MOON CAVE



Once Nagi has been disguised, Amaterasu will fling him on to her back and head off to Shinshu Field. Although history as you know it is hanging in the balance, there's plenty of time to use Bloom on the withered cherry blossom trees and dig up the various Clovers and chests in the vicinity of the switchbacking path. Amaterasu must also battle through several unavoidable Demon Scrolls en route to the Moon Cave. These battles are against enemies from the Clay Warrior family of monsters and, although they can prove meddlesome, Amaterasu can gain a large amount of money. Fight your way up the path to the top of the cliffs, then out toward the Moon Cave in the southeast.

## MOON CAVE (100 YEARS IN THE PAST)

Save your progress at the Origin Mirror and continue on toward the entrance. A creature known as a Dogu suddenly appears from nowhere and serves to keep Amaterasu from proceeding inside. Use a Thunderbolt attack to inflict massive damage while simultaneously making the Dogu unable to defend itself. Run up alongside it and attack with the Glaive to finish it off. Once the Dogu has been dispatched, head inside the cave so that Amaterasu and Issun can brief Nagi on the plan.





# TRUE OROCHI

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Head Slam	2 Solar Energy
Various Elemental Attacks	1-3 Solar Energy
Snapping Lunge	1 Solar Energy
Falling Fire	1 Solar Energy

This battle against True Orochi is virtually unchanged from your encounter with him 100 years in the future. Issun will pour the 8 Purification Sake into the font that surrounds True Orochi's perch. Once again, the battle begins with the eight heads each utilizing their own elemental attacks against Amaterasu. Use the Galestorm brushstroke to blow aside these attacks to anger the respective head. This causes it to shriek and leaves it vulnerable to a dousing with the sake. Use the Waterspout ability to draw a line from the sake font to the open mouth of the head. Amaterasu must do this twice to three of the eight heads to get True Orochi sufficiently drunk enough to fall asleep.

Climb the steps on the back of the red dragon head and use the Power Slash and Holy Falcon attack to quickly destroy the bell that hangs above the center of True Orochi. Don't worry about Lika sleeping under the bell, she'll be fine.

With the bell destroyed, Orochi has no protective barrier and can finally be damaged. Use the sake to stun each individual head. Then, when the head falls to the ground, attack it with charged-up Glaive attacks and Power Slash strikes. Use the Steel Fist Sake to improve Amaterasu's attack power.

Just as with the future, Amaterasu doesn't get to administer the final death blows to True Orochi. Instead, Nagi emerges from the shadows and uses his sword to slash at each of the heads. Draw the Crescent symbol in the sky to grant Nagi the power his sword needs. Amaterasu must now use her Power Slash ability to provide the muscle behind the attack for the first seven heads, but Nagi will take care of the eighth on his own.



The Cold  
White  
North



Nagi's and Amaterasu's victory over True Orochi not only saves the young girl, Lika, but it also gains Amaterasu the Thunder Edge Glaive! This Divine Instrument is infused with lightning and more powerful than anything Amaterasu has seen thus far. Unfortunately, there's no time to admire this new weapon's gleam right now—the roof of the cave is collapsing! Guide Amaterasu down the stairs and out through the cave's exit before she gets crushed!

### Spoiler-Free From Here On!

Wondering how Shiranui's legendary death comes into the picture or what happens to Nagi and Oki after Amaterasu heads back to the future? If so, you're going to have to play through the game and find out. From this point on, we aren't going to provide any story-related comments throughout the remainder of this walkthrough (except where unavoidable). The story in *Okami* packs a great ending and we don't want to spoil it for you.

## TAKE LIKA TO EZOFUJI

### OBJECTIVES

- Deliver Lika to the Assun Gate.

### KAMUI (EZOFUJI)

#### DELIVER LIKA TO THE ASSUN GATE!

Upon exiting the Moon Cave, Amaterasu automatically returns to the future outside the Spirit Gate. Once there, it becomes clear that the Day of Darkness is rapidly approaching and she must take Lika to Wep'Keer immediately. Carry her from the Spirit Gate area into the Inner Yoshpet forest and continue through the entrance area to the other side—this advances Amaterasu to the clearing where Pon'tan is located. Continue on through the Yoshpet entrance area to emerge in a darkened and stormy Kamui.



The storm has intensified during Amaterasu's absence and the sun is almost gone from view. There isn't much time! Race south through Kamui to the bridge and climb the hill up toward Wep'Keer, then continue up the hillside toward Laochi Lake. Ascend the western trail toward the Assun Gate where Tuskle and the others from the Oina clan are waiting with bated breath for Lika's recital of the sacred prayer.

Once at the gate, talk with each of the members of the Oina clan to learn the story behind the gate being left opened. Amaterasu has no choice but to enter the Wawku Shrine and see if she can do something about the "Squatters of Ezofuji."

## OKI'S UNAUTHORIZED ACT

### OBJECTIVES

- Balance the scales.
- Climb the tower.
- Stop the blizzard.
- Ascend the mountain of fire and ice.
- Survive the 6F gauntlet.
- Defeat the Silver Demon Nechku.
- Find the second altar.
- Defeat the Twin Demons.

### WAWKU SHRINE



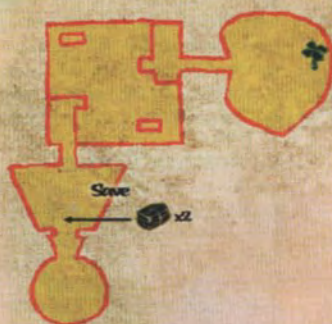
### Wawku Shrine (1F)



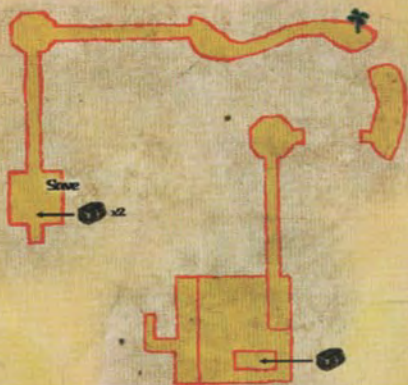
**Wawku Shrine (3F)**



**Wawku Shrine (5F)**



**Wawku Shrine (4F)**



**Wawku Shrine (6F)**



**Wawku Shrine (7F)**





## BALANCE THE SCALES

The first step toward putting an end to the blizzard and finding Oki is to get past the two cannons guarding the entrance bridge. Use the Veil of Mist brushstroke

to slow time and Power Slash each cannon's purple projectile back at it. Each cannon leaves behind a partially-buried chest, which Amaterasu should not hesitate to dig up.



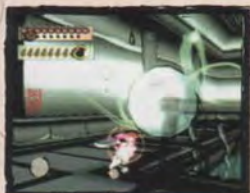
Head inside the Shrine, noting the presence of the Demon Lock on the door ahead, and turn to the right. Amaterasu must carefully sprint across the cracking ice bridge while making sure not to slip off or spending too much time in one place; if she does, her weight will cause the ice to


break! Use the Inferno brushstroke to melt the block of ice with the fire from the torch, then head east to the next area.

## Falling Icicles!

Wowoku Shrine is in the clutches of tremendous cold and a blizzard of epic proportions. Given Ibal, Amaterasu must get in the habit of looking to the ceilings for icicles dangling precariously overhead. Use the Power Slash ability to cut down these hazards before walking under them.

The room to the east contains an enormous balance scale with a heavy metal weight on one side and two large blocks of ice on the other. Use the torches across the room and the Inferno brushstroke to melt the two blocks of ice and tilt the scale in the favor of the heavy weight. This causes the first of three floor panels to extend on the left-hand side of the room. Now it's just a matter of balancing the weight on the other side of the scale to complete the walkway.



Locate the three houseplants on the right and Power Slash the tall, grayish tree. It will instantly shrink to look just like the other two. Now it's small enough to be picked up. Use  to pick up each houseplant and move it to the right-hand scale. Once all three houseplants are on the right-hand scale, use Bloom to make them all large. Doing so raises the second floor panel into position. Now Power Slash one of the three trees to balance the scales and complete the walkway. Face the large icy snowball and use the Galestorm ability to blow the ball across the platform and into the switch on the other side. Grab the **Exorcism Arrow** and return to the entrance to unlock the gate.

## CLIMB THE TOWER

Use the fire cauldrons to melt the block of ice in the center of the room. This yields a large fountain, which Amaterasu can use to create a Power Spring. Ride the geyser up to the second level of the central tower and jump to the icy platform to the southwest.



Run clockwise around the perimeter walkway until you come to a large white slab of snow and ice plastered to the wall. The Kabegami statue above this obstacle can be used for a Catwalk. Draw a line from the statue downward around the two patches of snowy icicles. Carefully Catwalk up to the walkway on

the third floor. This walkway is directly overhead the one you're now on, so you must rotate the camera to get a view of your landing zone before making the final jump.



The third floor outer walkway contains several gaps in which rotating platforms spin out of control at dizzying speeds. Amaterasu must use her Veil of Mist ability to slow these spinning bridges down.



Before doing that, however, she also must use Veil of Mist to destroy the cannons guarding the perimeter! Deflect their projectiles back at them with the Power Slash ability and only proceed across the spinning platform after all nearby cannons have been eliminated. Use repeated taps of the R1 Button to stop the spinning bridge when it's in a conducive position for crossing. Ideally, you want to draw the Veil of Mist sign when the bridge is almost horizontal. Imagine Amaterasu is at the 3 o'clock position on a clock face, try to use Veil of Mist when the near end of the bridge is pointing downward at a 5 o'clock position.

## Don't Be Afraid to Fall

Allow Amaterasu to fall from the first bridge to land on the southeast side of the second floor walkway. Use a Cherry Bomb to blast through the cracked wall and create a shortcut back to the geyser. But that's not all, continue around the walkway to find a well-hidden chest!

Once at the top of the walkway, step in the switch to lock the spinning platforms into place. This also serves to destroy any remaining cannons. Head east across the bridge and save your progress at the Origin Mirror.

## STOP THE BLIZZARD

Go through the door to the left of the Origin Mirror and use Veil of Mist to cross the spinning gears. There are two gears in total and a surprisingly large gap between them that Amaterasu can easily fall through. Because of the length of the hallway, it's best to double jump off the first gear and use a second dose of veil of Mist while airborne to make sure that the second gear doesn't start spinning again. As for the chest on the ledge to the left, use a Wall Jump from the far side of the corridor to snag the **Kutani Pottery** from within it.



and approach the giant machine to the north. This enormous contraption appears to be the cross between a slot machine and a phonograph. Whatever it is, it seems to be the source of the blizzard and must be stopped.

Head outside onto the snowy ledge and proceed up the hill to the left toward the Flame Spiders. Use the Veil of Mist to slip past them as they rocket back and forth across the canyon. Jump down from the ledge to the lower area



Use a Cherry Bomb to exploit the cracked wall on the right and enter the tomb-like room. Destroy the cursed tree at the far end of the area and use Galestorm to blow the two piles of leaves away. This reveals three circular patterns, each with a line pointing in

one direction. From left to right they point: up, right, and left. This is the code to stopping the giant machine outside. Use the torch to melt the ice on the lever to the left. Then, starting with the left-hand dial, use Veil of Mist to decelerate the spinning and Power Slash the lever when the dial rotates into position. Repeat this process for each of the three dials so that the eyeball on their face matches the position of each circular symbol in the cave.

Stopping the blizzard not only saves the Oina clan living in Kamui, but also frees Itegami, the final brush god! Complete the final constellation and Itegami stampedes out of the heavens to teach Amaterasu the Blizzard brushstroke. Now she can draw a line from any frozen object and use it to freeze enemies, other objects, or even precipitation! But that's not all! As a bonus for freeing all 13 Spirits of the Brush, Amaterasu also gains the **Solar Flare** Divine Instrument.



## ASCEND THE MOUNTAIN OF FIRE AND ICE



Use the newly-acquired Blizzard brushstroke to free the Flaming Spider and regain the ledge to the left. From there, freeze the Flaming Spiders near the icy stalagmites and use them as platforms to reach the chest high on the cliff wall to the right. Return back through the narrow hall

with the spinning gears to the Origin Mirror and head north.

Freeze the Flaming Spider so that Amaterasu can reach the bridge leading back across to the right. Make your way to the left via the Flaming Spider up ahead and approach the gap in the floor. Melt the ice on the far side of the room to uncover a Konohana Blossom near the Kabegami statue. Vine across the gap and use Catwalk to ascend to the sixth floor of Wawku Shrine.







This is where things get complicated. The collection of Flaming Spiders in this area are all very close together near the vertical walls of the shrine and there isn't much room to see what Amaterasu is jumping onto. Carefully use the Blizzard ability to freeze the Flaming Spiders at heights that Amaterasu can jump to and make your way up to the next floor.

### SURVIVE THE 6F GAUNTLET



Use the Veil of Mist to slow down the spinning gears in between each jump while crossing the room to the ledge on the far right. Melt the chest on the ledge to gain the **Wawku Shrine Map** and continue across the final pair

of gears to the exit. Fireburst the block of ice and continue on.

The next room contains a pair of very slowly spinning platform wheels, followed by a spinning wheel on fire. Carefully make your way across the first pair of spinning platforms to the ledge. Once on solid ground, use the Veil of Mist to slow down the third wheel, then use Blizzard to freeze it solid when it's horizontal.



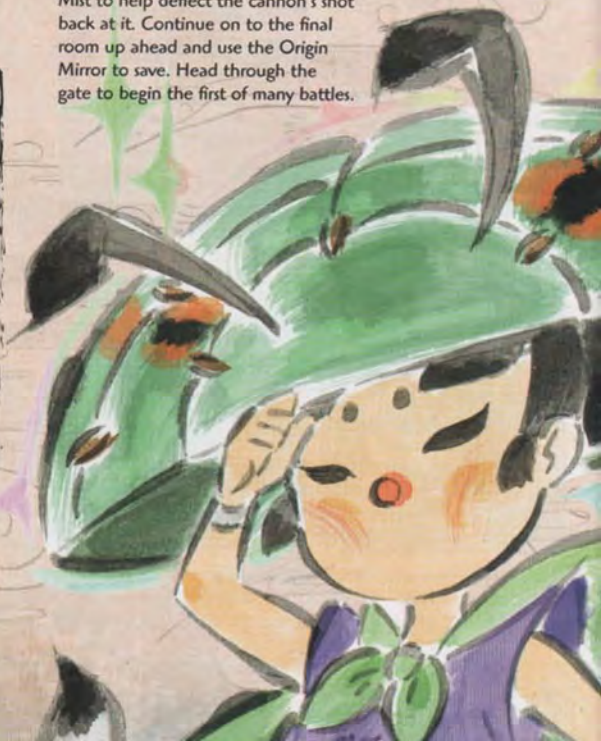
Not far ahead is a lengthy pit that contains an updraft of what Isun calls "sparkly stuff." This material can be frozen solid into icy platforms that Amaterasu can then cross. To do so, just draw a line from the icicles on the far side of the pit toward Amaterasu's position. From there, head outside on the snow-covered ledge and perform this technique once again to create a set of frozen steps. Climb the hill past the cursed trees and go inside.



Amaterasu is getting closer to her destination, but the challenges are getting tougher. Here she must use Galestorm to blow out the flames emanating from the jets on the floor, then quickly destroy the cannon at the far end of the hall. Use Veil of Mist, Power Slash, and Galestorm to survive this hazardous hallway.



The final corridor on 6F has two expanses of very fragile ice, followed by a large cannon aimed your way. Run, jump, and slide toward the solid ground between the two stretches of ice and, from there, use Veil of Mist to help deflect the cannon's shot back at it. Continue on to the final room up ahead and use the Origin Mirror to save. Head through the gate to begin the first of many battles.





# NECHKU

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Projectile Balls	1 Solar Energy
Flying Icicles	1-3 Solar Energy
Talon Grab & Throw	2 Solar Energy

Amaterasu ascends to the roof of Wawku Shrine and finds the Silver Demon Nechku alone without his twin. Nechku wastes no time in getting the battle started, but he's going to have a tough time winning since Shiranui has joined Amaterasu for this battle. As powerful as Amaterasu is, she pales in comparison to the amazing power of her younger self. Nechku doesn't have a chance of winning this fight!



Nechku's primary attack is similar to that of the cannon blasts, only they don't need to be slowed down to deflected back at him. Use the Power Slash to knock the purple orbs back at Nechku to stun him. His other common attack involves shooting icicle-like needles across the arena at Amaterasu. Use a Power Slash to destroy the entire row of these icicles before they start to fly. This stuns the giant mechanized owl and leaves him open to attack.

Down a Steel Fist Sake and join Shiranui in administering the much-needed beating Nechku deserves. Shiranui will hit him with a powerful blast that knocks him onto his head.

This is Amaterasu's chance to move in and hit Nechku with repeat attacks from the charged-up Thunder Edge Glaive. After this first successful assault on Nechku, Shiranui begins to use her own Celestial Brush to summon a Galestorm to blow Nechku's attacks back at him. Nechku tries to retaliate with more cannon blasts and icicles, but Shiranui and Amaterasu are way too powerful a pairing for the Silver Demon to have any hope of winning. Leave the brushstroke attacks to Shiranui and focus on attacking with the Thunder Edge and the Holy Falcon jumping attack.



B  
O  
S  
S  
  
F  
I  
G  
H  
T

The Co  
White  
North



## FIND THE SECOND

### ALTAR

Grab the golden gear that falls from Necku as he flies off and talk to Shiranui and Oki to devise a plan of attack. As Amaterasu does this, the large altar they battled on descends to 4F. Visit the Origin Mirror, then use the gear to unlock the locked door to the right and proceed to the northwest area.

144



Use the cannons on the near side of the canyon to destroy the collection of cursed trees on the far side. Remember that the cannon will continue to rotate roughly 90 degrees while the fuse is burning, so time your use of the Inferno brushstroke appropriately. Once the four cannons have been used to destroy the trees, approach the edge of the cliff and use Veil of Mist to eliminate the lone cannon on their side. Make a bridge of ice platforms and cross over.



Defeat the Great Tengu on the far side of the canyon and use the torches to melt the large block of ice on the left, near the towering icicles. This block of ice melts into a perfectly round snowball, just like the one near the scales on 1F. Use Galestorm to blow this snowball inside and use it as a source of ice to Blizzard the spinning gears. Roll the snowball right up to the edge of the floor and cross over the frozen gears to the right-hand ledge first. Retrieve the **Exorcism Arrow** from beneath the cracked floor, then cross to the exit.

Once inside the next room, melt the chests on the right and speak to the Imp Merchant to buy any supplies you may need. Save your progress and head through the gate to reunite with Oki on the second altar.

## NECHIKU AND LECHIKU

### ATTACK METHODS

#### ATTACK DESCRIPTION DAMAGE

Projectile Balls	1 Solar Energy
Flying Icicles	1-3 Solar Energy
Gourd Bomb	2-3 Solar Energy
Cannonball Bomb	2-3 Solar Energy
Sword Slash	3 Solar Energy
Spin Attack	3 Solar Energy
Talon Grab & Throw	3 Solar Energy

Oki will remain in his wolf state and assist Amaterasu in the battle against the Twin Demons that have caused so much havoc in his hometown of Wep'keer. Together, the two wolves will show the mechanized owls how valuable a coordinated attack can be!

Use a Vengeance Slip to stay safe from the various attacks of the Twin Demons and hang back away from the duo while studying their actions. Pay special attention to the tops of their heads, as that is where the key to stunning them lies. Although Amaterasu can deflect the cannonballs and other attacks back at them, this is primarily to stay safe. Instead, watch for a sword, bomb, or large gourd to appear on their heads. When it's the sword, use the power of Thunderstorm to draw a lightning bolt to it. Should a bomb appear, use Inferno to draw the flames to its fuse. Lastly, if a large gourd appears atop their heads, simply Power Slash it. Each of these three actions causes the infernal contraption to become stunned and dizzy.





# BOSS FIGHT

## Giant Buds Too!

Not every item that appears on Lechku's and Nechku's heads can be used against them. Look for a Giant Bud to appear and quickly circle it to make it Bloom. This will yield extra Solar Energy that Amaterasu can use to replenish her health.

Once one of the owls has been stunned, watch for Oki to rush over toward Amaterasu's position and take on the shape of a bow. Approach the bowstring and press **△** to pull it back. Let go of the button to send Oki and his powerful Kutone sword straight into the face of the beast! Oki will render the beast's defenses useless, making it susceptible to Power Slash attacks from Amaterasu.

The key to winning this battle is to keep both of the Twin Demons in view together so that you can watch for the various items to appear atop their heads. If Amaterasu doesn't use these items against them quickly, they will be launched toward her. As the owls lose more and more health, they increase their reliance on melee attacks and can become progressively harder to avoid. This is definitely the time to use another Vengeance Slip and move around more than normal. Continue watching for a chance to stun them and don't miss an opportunity to shoot Oki at them.



The Cold  
White  
North



The victory over the Twin Demons earns Amaterasu the final **Sun Fragment**,

thus giving her the maximum of 20 Solar Energy units. Together with

Oki, the twosome return to the base of Ezofuji where the people of the Kamui region anxiously await their return. But the story does not end here. The

Ark of Yamato has stirred from its eternal frozen slumber, and it calls to Amaterasu. The Dark Lord awaits...

### Last Chance to Explore!

There is no coming back from the Ark of Yamato. Once you enter, you say goodbye to Nippon and either perish in battle or return to the heavens as a victorious god unlike any other. Use this time to collect any remaining Stray Beads that you haven't yet found, enjoy some fishing, or do some last minute shopping. Definitely return to the Commoners Quarter of Sei-An City to purchase the final Divine Instrument from the Weapon Dealer. The **Tundra Beads** can be yours for 500,000 Yen!

## RIISING YAMATO

### OBJECTIVES

- Defeat Blight.
- Defeat Orochi.
- Defeat Spider Queen.
- Defeat Crimson Helm.
- Defeat Ninetails.
- Defeat the Dark Lord, Yami.

### YAMATO ARK

When you're ready to say goodbye to Nippon forever, return to the base of Ezofuji and climb the rainbow toward the ark. Once inside, talk with the Celestial on the left to get any last minute items. He'll not only sell typical Merchant goods, but also trade other items for Demon Fangs. Proceed to the Origin Mirror near the hub and scan the five pathways that radiate outward. For the purposes of following along, note that we begin on the right and proceed counter-clockwise (to the left). You'll be able to save your progress after each battle.

### Battle Tactics Revisited

The five bosses you'll face here have not changed from the previous time you faced them. Although the tactics for defeating them are virtually the same as they were earlier, we're presenting those same strategies, slightly abridged, again for your convenience.

## BOSS FIGHT

### ATTACK METHODS

#### ATTACK DESCRIPTION DAMAGE

Sword Slash	1 Solar Energy
Flying Swords	1-2 Solar Energy
Dash Attack	1 Solar Energy

The key to defeat Blight is to knock Goldnail from his hands, then attack the sword as it sticks, stunned, in the surface of the floor. Using the Veil of Mist brushstroke throughout the battle will go a long way toward slowing down the speedy Blight. Dodge his attack, move around back, then strike and stun him to knock the sword free. Quickly advance on Goldnail and strike it repeatedly to inflict damage on Blight.



Blight often makes his collection of swords float around him in a giant radiating circle. After a few seconds, the swords all zip across the area in a homing attack that's hard to avoid. Use Veil of Mist to slow this attack down and either double jump over the swords or rush forward and strike Goldnail before Blight can launch the attack. This sends the sword flying loose, thereby giving Amaterasu another perfect chance to attack.

Arguably the hardest attack to evade is his very fast dash. Watch for Blight's body to begin to quiver in place, then immediately begin running around the perimeter, as he is going to dash forward with Goldnail in an incredibly fast motion. The best way to avoid this attack is to keep moving.



# OROCHI

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Head Slam	2 Solar Energy
Various Elemental Attacks	1-3 Solar Energy
Snapping Lunge	1 Solar Energy
Falling Fire	1 Solar Energy



Once again, the battle begins with the eight heads each utilizing their own elemental attacks against Amaterasu. Use the Galestorm brushstroke to blow aside these attacks and anger the respective head. This causes it to shriek and leaves it vulnerable to a dousing with the sake. Use the Waterspout ability to draw a line from the sake font to the open mouth of the head. Amaterasu must do this twice to three of the eight heads to get Orochi sufficiently drunk enough to fall asleep.



Once it's slumbering, climb the steps on the back of the red dragon head and use the Power Slash and Holy Falcon attack to quickly destroy the bell that hangs above the center of True Orochi. Drink a Steel Fist Sake to make sure you destroy it on the first visit.

With the bell destroyed, Orochi has no protective barrier and can finally be damaged. Use the sake to stun each individual head. Then, when the head falls to the ground, attack it with charged-up Glaive attacks and Power Slash strikes. Use the Steel Fist Sake to improve Amaterasu's attack power.



# SPIDER QUEEN

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Foot Stomp	<1 Solar Energy
Webbing Spray	1 Solar Energy
Trample Attack	1 Solar Energy
Bounce Attack	1 Solar Energy

Unlike the initial battle with the Spider Queen, Amaterasu is now skilled enough to avoid waiting for the spider to stun herself or make herself vulnerable to attack. In fact, if you follow these tips, it's possible to defeat the Spider Queen in under a minute!

Sprint around the perimeter of the room until you have a clear view of her hooks. Hold the R1 Button to freeze her, then draw the first Vine from a Konohana Blossom to one of the hooks. Release the R1 Button momentarily and move into a better position. Connect two more Vines to other Konohana Blossoms.



Once three of the hooks have been tethered to Konohana Blossoms, the Spider Queen's protective covering falls away, thus revealing the eyeballs inside. These are her weak spot. Drink a Steel Fist Sake and use an Inkfinity Stone (not if you have all of the Ink Bottles) and begin striking the eyeballs with lengthy, cleanly-aimed Power Slashes. Continue using the Power Slash until all of the eyeballs have been destroyed and the Spider Queen is no more.

B  
O  
S  
S  
  
F  
I  
G  
H  
T



# CRIMSON HELM

## ATTACK METHODS

ATTACK DESCRIPTION	DAMAGE
Stampede Charge	2 Solar Energy
Leaping Stomp	2 Solar Energy
Fire Sword	1 Solar Energy

The Crimson Helm is a large horse-like beast with heavy armor and a pair of giant fire-wielding swords. The beast's primary attacks consist of a galloping stampede attack in which it tries to both impale and trample Amaterasu simultaneously. This attack, like its leaping attack and sword slashes, is easy to avoid with a quick jump to the side.

To defeat the Crimson Helm, wait for it to move to the center of the arena and begin to attack with its fiery swords. Immediately use the Galestorm brushstroke to extinguish its inner flame. This effectively tires it out.



A few quick hits with the Reflector will knock the armor from its body and leave it vulnerable to attack. And nothing does more damage to the Crimson Helm than the Cherry Bomb. If you act fast, you can even hit it with two before it puts its armor back on!

Amaterasu will likely need to knock the armor from the Crimson Helm several times before she delivers enough damage to finish off the beast. However, using charged-up Glaive attacks, Steel Fist Sake, and multiple Cherry Bombs will definitely speed up the process.

B  
O  
S  
S  
  
F  
I  
G  
H  
T

The Cold  
White  
North



## NINETAILS

## ATTACK METHODS

## ATTACK DESCRIPTION DAMAGE

Mighty Sword Slash	2 Solar Energy
Tail Spirit Slashes	1-2 Solar Energy
Toxic Spray	1 Solar Energy
Burrowing Tails	1 Solar Energy
Elemental Attack	1 Solar Energy
Tail Swipe	2 Solar Energy
Bombs	1-2 Solar Energy
Trample Attack	1 Solar Energy

Equip the Thunder Edge Glaive as your main weapon and the Tundra Beads as the sub-weapon to have both a powerful melee weapon and a ranged attack. This is a lengthy battle, so it's best to get after Ninetails quickly! Use the Celestial Brush to light each of its nine tails on fire. This can be done by drawing a line from the various flaming cauldrons around the perimeter or via the infinity symbol. Ninetails attempts to extinguish the flames if given the chance, so use an Inkfinity Stone and draw quickly and often to ignite as many tails as possible. The more time Ninetails spends extinguishing his tails, the less attacking it can do.



Watch for Ninetails to raise its nine-prong sword to the heavens in preparation of its mighty sword slash. Quickly use Thunderstorm to zap the sword—and Ninetails—when the storm cloud emits some lightning. This causes the flaming tails to break into small sprite-like swordsmen who will attack on foot. They're tough, but Amaterasu can make quick work of them with a Vengeance Slip (for safety) and an Exorcism Slip M or L.

Ninetails increases the intensity of its attacks after Amaterasu has destroyed several of its tails. Stay on the move to avoid its yellow toxic spray and burrowing tails. Ninetails also attempts to trample Amaterasu and uses the nine-pronged sword in a powerful charged attack.

Once Ninetails is reduced to just a single tail, Amaterasu will realize that the great beast is actually just a more-powerful Tube Fox! Continue to use Thunderstorm to blast it with lightning to briefly paralyze it. Stay out of its range of attack and rapidly tap  $\odot$  to use the Tundra Beads from afar. Stay on the move to avoid its tail swipes and sword slashes. Use the Thunderstorm ability every time you see a pulse of lightning in the sky! Follow this attack with more ranged attacks from the Tundra Beads and Amaterasu will be victorious in no time!





# YAMI

## ATTACK METHODS

### ATTACK DESCRIPTION DAMAGE

Spinning Saw Attack	2 Solar Energy
Rockets	1-2 Solar Energy
Bounce Attack	1 Solar Energy
Fire	1-3 Solar Energy
Cannonball Bombs	2 Solar Energy
Lightning	2 Solar Energy
Purple Projectile Bombs	1 Solar Energy
Direct Contact	1-2 Solar Energy
Laser Arms	2 Solar Energy
Sword Arms	3 Solar Energy
Energy Beams	2-4 Solar Energy
Plasma Beam	3-5 Solar Energy
Cannon Blast	2 Solar Energy
Claw Punch	3 Solar Energy



B  
O  
S  
S  
  
F  
I  
G  
H  
T

Amaterasu begins this battle without any of her brush techniques or any weapons, save her ability to bite and claw. As she continues to inflict more damage on the spherical hull of the Dark Lord's body, she'll reclaim these celestial abilities one at a time. Beware of Yami's spinning saw and attack with abandon to land several combos and regain Rejuvenation and her weaponry. With the weaponry back in hand, equip the Thunder Edge and Tundra Beads.

This multi-stage boss battle continues in a similar fashion while Amaterasu regains some of her basic brushstrokes. Stand back from Yami and attack with the Tundra Beads (as a sub-weapon) while dodging its various attacks. Eventually, Amaterasu regains the Power Slash ability. Although Yami is immune to the Power Slash much of the time, the attack is very useful when the beast is stunned and during the latter portions of the battle. Keep to the far side of the arena and attack with the Tundra Beads to stun Yami, then hit it with the Power Slash. It won't be long before Amaterasu regains the Greensprout ability. At this point, attack Yami until it's stunned, then use Bloom against it to reveal the crystal ball inside. Target the crystal ball with Power Slashes and ranged Tundra Bead attacks until this phase of the battle is over.



The Cold  
White  
North



Once the crystal ball has been destroyed once, Yami takes to the air as a fiery ball of pain. Dodge its attacks while it's on fire, then attack with everything you have when the flames go out. Yami's sphere (now green) will split into slices and move into a stepped orientation while one of the slices hovers around on fire. Quickly scamper up the stairs to the crystal ball and attack it with the Thunder Edge. It won't be long before the split-apart Yami reassembles and attempts to squash Amaterasu between its massive metal plates. Continue battling it in this manner until Amaterasu has reclaimed the Cherry Bomb and Waterspout brushstrokes. Now Amaterasu can use the fountains on the perimeter to extinguish the flames and use Cherry Bomb to rapidly harm the crystal ball.

Amaterasu soon gains the Crescent ability, which contains a unique skill: whenever Amaterasu draws the Crescent symbol, the spirit of Nagi appears and cleaves Yami in two! This causes the crystal ball to drop on the floor where it is especially vulnerable to all sorts of attacks.



When this second stage of the battle is over, Yami's metal sphere takes on the look of a slot machine, with each of the symbols on the wheels corresponding to an attack (fire, lightning, bombs, etc.), a bonus (Solar Energy or Ink), or the appearance of the crystal ball.

Use the Power Slash to stop the three wheels and try to draw a straight line across all three at once for now while you don't have the Veil of Mist and hope for the best. Although the purple projectiles can be deflected back at Yami, it's best to focus on simply avoiding the attacks as they roll in. This becomes easier once Amaterasu regains Galestorm and can blow the fire attacks away. Should you get just one earth-looking picture on a wheel, then be sure to look to the top of the slot machine for the appearance of the crystal ball. Hit it over and over with the Power Slash. Keep this up until Amaterasu regains the Inferno and Veil of Mist abilities. Once Veil of Mist is back in her repertoire, use it to accurately work the slot machine. Just be sure to make short and even Power Slashes.



The next phase of the battle involves Yami taking on a robot-like form with two laser cords for arms. Hang back from Yami and use the Power Slash and Tundra Beads to shoot the crystal ball whenever it appears. This is a lengthy phase of the battle, as the crystal ball is starting to become more and more resilient and Yami is rapidly increasing the number and potency of his attacks. Use Vengeance Slips and Holy Bones to stay healthy and drink plenty of Steel Fist Sakes to increase Amaterasu's attack power.



# BOSS FIGHT



During this segment of the battle, Amaterasu regains the Catwalk ability and Thunderstorm. You can put Catwalk to use to get the items inside the chests atop the stone columns on the side of the arena, but Thunderstorm is the important retrieval! Watch for Yami to raise its twin swords straight into the air. When it does, draw a line from the lightning

bolts in the sky directly to the swords to give it a jolt! This makes Yami fall over and temporarily drop the crystal ball. Rush forward while charging the Thunder Edge and attack hard and fast! Keep it up to regain Blizzard and to destroy Yami's main form!

Thanks to the wonderful people who Amaterasu met during her time in Nippon, she now has the support necessary to summon the strength to carry on and cut through the Darkness! In this final stage of the fight against Yami, Amaterasu must repeatedly summon the Sunrise by drawing a circle in the sky while trying to knock the crystal ball free of the giant mechanical claw. The claw moves about the arena with surprising speed as it attempts to slap, squash, and punch Amaterasu, all the while dragging the remnants of Yami's sphere.



As Amaterasu damages the crystal ball mounted in the palm of the claw, Yami throws the Celestial Plain into eternal night, which robs Amaterasu of her powers. Quickly draw the circle in the sky to bring on Sunrise and resume the battle. Although Yami has shifted forms, the battle is still similar to the previous stages. Use protective items to stay safe and try to attack the crystal ball as fast as you can, preferably with a charged-up Glaive attack and/or Cherry Bombs. Each time Amaterasu uses her Sunrise ability, it wreaks havoc on Yami and causes the hand to drop the crystal ball. Maybe being thrust into darkness isn't so bad after all! Keep battling as you have been until the crystal ball—and Yami—are destroyed once and for all!

The Cold  
White  
North



# LUPINE LOGBOOK

## Wanted Lists

### Mika's Monster Notebook



Speak to Mika at the Moon Shrine in Shinshu Field to get his Monster Notebook. The Red Imps on the list only come out at night and can all be found in Shinshu Field. Rush toward each of the Demon Scrolls you see at night while scouring the entire area from the Dojo to the Pyrotechnist's House. Eliminate each enemy on the list and return to Mika for **Gold Dust**.

Enemy Name	Location Found
Onimaru the Incorrigible	Shinshu Field, near the Nameless Man's house.
Biwamaru the Vandal	Shinshu Field, immediately outside the Moon Shrine.
Akuzo the Interloper	Shinshu Field, near the Nameless Man's kilns.
Izo the String Cutter	Shinshu Field, on the beach by the Pyrotechnist's house.
Toyo of the Short Temper	Shinshu Field, in the vicinity of the Origin Mirror.

### Haruka's Revenge Contract

Return to Kusa Village after the curse has been swept clean of the area and the first five Canine Warriors returned to Princess Fuse. Enter the right-hand room on the second



floor of the inn and speak to Haruka to receive this list. All of the monsters on her list are Dead Fish and only come out at night. Use Crescent to create an endless period of darkness and hunt down each of these beasts across Taka Pass, then return to Haruka in Kusa Village to receive **Gold Dust**.

Enemy Name	Location Found
Bulging Eyes the Despised	Taka Pass, near the Merchant and Origin Mirror.
Weirdo the Abhorrent	Taka Pass, near the entrance to City Checkpoint.
Death Fin the Repugnant	Taka Pass, outside the cave leading to the Guardian Sapling, along the main path.
Red Devil the Detested	Taka Pass, near the suspension bridge across from the Guardian Sapling.
Curse Gill the Repulsive	Taka Pass, near the wooden bridge in the center of the area.

### Masu's Monster Manifest



Visit the Commoners Qtr of Sei-An City during the daytime and seek out the yellow-clad man wandering about near the café on the north end of town. This is Masu and he'll speak of a list of monsters he's looking to eliminate. The only problem is that he won't let Amaterasu see it. Continue speaking with him until he confesses that he likes to have a few drinks at night. Use the

Crescent brushstroke to bring about nighttime and enter the café. Masu will happily show Amaterasu the Monster's Manifest now that he's had a few drinks in him. Each of the monsters on Masu's list can only be found at night, along the Ryoshima Coast, and each one of them is a Thunder Ear. Hunt them all down and return to Sei-An City (Commoner's Qtr) during the day to receive **Gold Dust** from Masu.

Enemy Name	Location Found
Dishonorable Tempest	Ryoshima Coast, on the beach near the stone pier.
Foul Thunder	Ryoshima Coast, near the Origin Mirror by the entrance from City Checkpoint.
Petulant Lightning	Ryoshima Coast, on the beach across from the Sunken Ship.
Storm of Degradation	Ryoshima Coast, near the graveyard and bell.
Shame Flasher	Ryoshima Coast, by the entrance to the cave leading to the Guardian Sapling.

### Wali's Record of Penance



Head inside the house in Kamui with lots of signs out front warning the monsters to go away. Inside, Amaterasu will find Wali, the frightened youngster who has been banished to Kamui and is certain that he is going to die at the hands of the evil monsters outside his house. Each of the beasts on his list is an Igloo Turtle and can be found rampaging through Kamui at night. Defeat all of them and return to Wali to claim your **Gold Dust** reward.

Enemy Name	Location Found
Creeping Igloo	Kamui, in front of Wali's house.
Snowy Stigma	Kamui, at the base of the frozen ice steps to the north.
Stalking Blizzard	Kamui, across the frozen lake from Wali's house.
Cold Remorse	Kamui, near the arched entrance area to Yohpet.
Frozen Penitence	Kamui, by the snowy island due west of the Guardian Sapling.



# Animal Feeding

One of the ways that Amaterasu can earn praise is by feeding the various animals across Nippon. As she fights back the spread of the curse and reclaims the land, many of the animals immediately return to frolic amongst the flowers and trees. Feeding these creatures the correct food type earns Amaterasu praise. Although she will find food bags in many of the claw jars and statues she smashes in her travels—and will sometimes gain them from defeated enemies—it's a good idea to make a point of buying some extras whenever in the vicinity of a Merchant.

In the following tables the term "quantity" refers not to the total number of individual animals, but rather the number of groups of that species which require feeding. One group of Boars, for example, may contain two Boars and five Boar Piglets.



## Sparrow

These tiny birds eat seeds in an adorable manner.

FOOD	QUANTITY	LOCATIONS
Seeds	10	Kamiki Village, Shinshu Field, Agata Forest, Kusa Village, and Sasa Sanctuary.

## Chicken

These domesticated fowl are known to be quite fond of seeds.

FOOD	QUANTITY	LOCATIONS
Seeds	4	Kusa Village and Kamiki Village.

## Dog

These meat-loving animals show great loyalty and affection.

FOOD	QUANTITY	LOCATIONS
Meat	12	Kamiki Village, Taka Pass, Agata Forest, Kusa Village, Sasa Sanctuary, Ryoshima Coast, and North Ryoshima Coast.

## Hare

These herb-eating rodents are known for their long ears.

FOOD	QUANTITY	LOCATIONS
Herbs	18	Kamiki Village, Shinshu Field, Agata Forest, Sasa Sanctuary, Ryoshima Coast, North Ryoshima Coast, Kamui, Wep'keer, and Pon'tan.

## Boar

These cowardly animals charge when frightened. They enjoy seeds.

FOOD	QUANTITY	LOCATIONS
Seeds	5	Hana Valley, Shinshu Field, Dragon Palace, and Pon'tan.

## Boar Piglet

These seed-eating babies can be identified by their stripes.

FOOD	QUANTITY	LOCATIONS
Seeds	9	Hana Valley, Shinshu Field, Ryoshima Coast, Taka Pass, City Checkpoint, Dragon Palace, and Pon'tan.

## Monkey

These mischievous creatures travel in groups and eat almost anything.

FOOD	QUANTITY	LOCATIONS
Seeds, Herbs, Meat	8	Hana Valley, Agata Forest, Taka Pass, Kusa Village, Ryoshima Coast, and Kamui (Ezofuji).

## Pig

These domesticated boars have cute noses and enjoy eating seeds.

FOOD	QUANTITY	LOCATIONS
Seeds	4	Shinshu Field, Kusa Village, Ryoshima Coast, and North Ryoshima Coast.

## Deer

These graceful animals eat herbs. Males have antlers; females don't.

FOOD	QUANTITY	LOCATIONS
Herbs	9	Agata Forest, Taka Pass, and Pon'tan.

## Nightingale

These birds are known for their beautiful songs. They enjoy seeds.

FOOD	QUANTITY	LOCATIONS
Seeds	4	Agata Forest, Taka Pass, City Checkpoint, and Ryoshima Coast.

## Fox

These meat-eating creatures are known for their sly nature.

FOOD	QUANTITY	LOCATIONS
Meat	6	Taka Pass, Ryoshima Coast, North Ryoshima Coast, and Kamui.

## Raccoon

These adorable creatures enjoy a diet of meat and fish.

FOOD	QUANTITY	LOCATIONS
Meat, Fish	3	Kusa Village, City Checkpoint, and Kamui (Ezofuji).

## Horse

These swift creatures run like the wind and eat herbs.

FOOD	QUANTITY	LOCATIONS
Herbs	5	Shinshu Field, Taka Pass, Ryoshima Coast, and City Checkpoint.

## Tiger

These beautiful fanged and clawed creatures subsist on meat.

FOOD	QUANTITY	LOCATIONS
Meat	4	Taka Pass, Sasa Sanctuary, and North Ryoshima Coast.

## Mouse

These robust little rodents are full of energy and eat anything.

FOOD	QUANTITY	LOCATIONS
Seeds, Herbs, Meat, Fish	5	Sasa Sanctuary and Gale Shrine.

## Cat

These cute felines are known for their cry and their love of fish.

FOOD	QUANTITY	LOCATIONS
Fish	10	North Ryoshima Coast and Catcall Tower.

## Cow

These carefree bovines are stronger than they look. They adore herbs.

FOOD	QUANTITY	LOCATIONS
Herbs	3	Ryoshima Coast and North Ryoshima Coast.

## Bear

These immensely powerful giants love nothing more than eating fish.

FOOD	QUANTITY	LOCATIONS
Fish	10	Kamui, Wep'keer, and Kamui (Ezofuji).

## Sheep

These herb-eating scamps boast a coat as soft as the clouds.

FOOD	QUANTITY	LOCATIONS
Herbs	6	Kamui and Wep'keer.

## Crane

These water-dwelling long-necked birds subsist mainly on fish.

FOOD	QUANTITY	LOCATIONS
Fish	4	Kamui and Wep'keer.





## Fishing

Amaterasu will have the opportunity to "watch" several people fish throughout her adventure. Of course, as the player, you are certainly not watching. When fishing, start by drawing a line from the end of the rod to the mouth of any of the fish-shaped silhouettes you see in the water. Once the fish is on the hook, the real fun begins!



Glance at the meter that appears and note the size of the green zone—try to keep the marker in this green zone to effectively tire the fish out and reel it in. Going into the red causes the fisherman to tire out (the energy meter on the bottom right-hand side of the screen will empty). Allowing it to stay in the blue enables the fish to swim further out to sea.



Reel the fish in by pointing the Left Analog Stick in the opposite direction that the fish is swimming. Get in the habit of watching the fish and anticipating its movements instead of simply watching the meter. Effective "reeling" causes the fish to strain—it will look like it's sweating—and get closer to land. Once the fish is good and close to shore, a button icon appears on the screen. Press the corresponding button on your controller to make the fisherman yank the fish out of the water. Quickly Power Slash the fish while it's airborne to successfully land it.

The more rare and valuable the fish, the harder it is to land. It's not unheard of to spend up to 10 minutes trying to land one of these fish—and there's no guarantee you will! Note that the more erratic the fish behaves and the more times you have to Power Slash it before landing it, the more valuable it is. Don't give up!

### River Crab

This tiny crab has won admirers with its adorable sideways walk.

SELL PRICE	FISHING HOLES
100-150	Agata Forest and Sei-An City.

### Crawfish

Freshwater crustacean brandishing a set of enormous claws.

SELL PRICE	FISHING HOLES
450-700	Agata Forest and Sei-An City.

### Black Bass

Large and powerful, only the best fisherman can haul it in.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

### Killifish

This fish's unique eyes are said to bring happiness.

SELL PRICE	FISHING HOLES
200-300	Agata Forest and Sei-An City.

### Smelt

This common fish can be found in many climates and salt levels.

SELL PRICE	FISHING HOLES
450	Sei-An City.

### Goby

Fish with a round body that is common in many regions.

SELL PRICE	FISHING HOLES
500	Agata Forest and Sei-An City.

### Sweetfish

Salted and grilled, this fish is small in size, but big in flavor.

SELL PRICE	FISHING HOLES
950-1400	Agata Forest and Sei-An City.

### Trout

Often found in mountain streams, this fish has a mottled pattern.

SELL PRICE	FISHING HOLES
1000-1500	Agata Forest and Sei-An City.

### Catfish

Slimy, nocturnal fish that sports a set of cat-like whiskers.

SELL PRICE	FISHING HOLES
3000	Sei-An City.

### Loach

A fish famous for its whisker-like appendages.

SELL PRICE	FISHING HOLES
1200	Sei-An City.

### Freshwater Eel

It may appear unappetizing, but this eel hides a rich flavor.

SELL PRICE	FISHING HOLES
2600	Sei-An City.

### Huchen

Rare and desirable, it is regarded as the king of freshwater fish.

SELL PRICE	FISHING HOLES
2900	Agata Forest.

### Robalo

Its red eyes make this fish unique and highly sought after.

SELL PRICE	FISHING HOLES
5600	Sei-An City.

### Koi

Fish admired by the aristocracy for its beautiful coloring.

SELL PRICE	FISHING HOLES
5400	Sei-An City.

### Salmon

Fatty fish known to be adept at swimming against the current.

SELL PRICE	FISHING HOLES
2900	Sei-An City.



## Sturgeon

Bottom dwelling fish said to be relatively unchanged by evolution.

SELL PRICE	FISHING HOLES
9700	Sei-An City.

## Giant Catfish

Much larger than the norm, this catfish swallows prey whole.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Mountain Trout

Fish whose origins are said to remain shrouded in mystery.

SELL PRICE	FISHING HOLES
4500	Sei-An City.

## Cutlass Fish

Deep-dwelling cutlass-shaped fish that displays great agility.

SELL PRICE	FISHING HOLES
10000	Sei-An City.

## Giant Salmon

Its giant size is a testament to many journeys up steep waterfalls.

SELL PRICE	FISHING HOLES
4900	Agata Forest.

## Whopper

Fish that devoured the moon's reflection on the water's surface.

SELL PRICE	FISHING HOLES
5000	Agata Forest.

## Starfish

Surviving on shellfish, this odd creature swims with its "fingers."

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Moray

Brandishing sharp teeth, this eel is best known for its appetite.

SELL PRICE	FISHING HOLES
3800	North Ryoshima Coast.

## Loggerhead Turtle

This lumbering turtle's slow speed is rivaled only by its hardiness.

SELL PRICE	FISHING HOLES
3900	North Ryoshima Coast.

## Sunfish

Entertaining fish with an odd body shape and humorous expression.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Nautilus

Around since ancient times, it could be called a living fossil.

SELL PRICE	FISHING HOLES
2100	Kamui.

## Clownfish

Its unique coloration makes it a favorite among fish enthusiasts.

SELL PRICE	FISHING HOLES
350	North Ryoshima Coast.

## Scallop

Matured under the waves, these shellfish are a favored by many.

SELL PRICE	FISHING HOLES
550	Kamui.

## Sea Horse

Watching this dragon-shaped fish swim is a memorable sight.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Blowfish

This round fish secretes a potent toxin from its liver.

SELL PRICE	FISHING HOLES
1100	North Ryoshima Coast and Kamui.

## Monkfish

Delicious despite its frightening and grotesque appearance.

SELL PRICE	FISHING HOLES
8000	Kamui.

## Octopus

Eight-legged invertebrate that ejects ink when it feels threatened.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Yellowtail

Prized for its delicate flavor, it has a rapid development cycle.

SELL PRICE	FISHING HOLES
7500	Kamui.

## Flying Fish

Not content with underwater life, these fish often jump skyward.

SELL PRICE	FISHING HOLES
1500	Kamui.

## Squid

This 10-legged invertebrate ejects ink when it feels threatened.

SELL PRICE	FISHING HOLES
2500	Kamui.

## Bonito

Dense and meaty, this fish is perfectly suited for sashimi.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Red Snapper

Fish-of-all-trades used for both food and ceremonial functions.

SELL PRICE	FISHING HOLES
1800	North Ryoshima Coast.

## Lobster

Powerful and bold, this is truly the majestic king of crustaceans.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Striped Snapper

A beautiful fish prized more for its appearance than its flavor.

SELL PRICE	FISHING HOLES
900	North Ryoshima Coast.

## Supreme Tuna

This ultimate tuna is said to contain no inedible parts.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Manta

Its unconventional shape makes this fish quite a curious sight.

SELL PRICE	FISHING HOLES
7000	North Ryoshima Coast.

## Oarfish

Deep-water fish said to be an emissary from the Dragon Palace.

SELL PRICE	FISHING HOLES
Varies	Extremely rare species

## Marlin

The undisputed king of the sea, this majestic fish has no rival.

SELL PRICE	FISHING HOLES
12000	North Ryoshima Coast and Kamui.





## Treasure

Amaterasu will find countless pieces of fancy pottery, statuary, and dishware throughout her journey and, although these items are catalogued in the Fan Menu, there are no repercussions for selling them. In fact, that's what they're for! Sell them to the Merchant and put the profits to good use at the Dojo or in buying other items for Amaterasu to use in combat!



### Glass Beads

The fact that these beads show no cracks is a testament to the artist's skill.

**SELL PRICE:** 1000 Yen

### Dragonfly Bead

Uniquely shaped bead that shines in multiple layers of color.

**SELL PRICE:** 1100 Yen

### Wooden Bear

Though carved from wood, it is as fearsome as the real thing.

**SELL PRICE:** 1500 Yen

### Coral Fragment

Hunk of coral said to have been brought from the Dragon Palace.

**SELL PRICE:** 1700 Yen

### Vase

Vase whose unique beauty will surely outlast any flower.

**SELL PRICE:** 1900 Yen

### Incense Burner

Burner specially designed to release only the purest aroma.

**SELL PRICE:** 2000 Yen

### Lacquerware Set

Each piece of this Japanese lacquerware is said to be unique.

**SELL PRICE:** 2500 Yen

### Bull Horn

Decorative accessory wrought from the horn of a bull.

**SELL PRICE:** 3000 Yen

### Rat Statue

One of the 13 zodiac treasures. It is posed whimsically.

**SELL PRICE:** 3300 Yen

### Bull Statue

One of the 13 zodiac treasures. It looks quite ferocious.

**SELL PRICE:** 3400 Yen

### Tiger Statue

One of the 13 zodiac treasures. It looks brave and bold.

**SELL PRICE:** 3500 Yen

### Rabbit Statue

One of the 13 zodiac treasures. Its expression is quite alert.

**SELL PRICE:** 3600 Yen

### Dragon Statue

One of the 13 zodiac treasures. It boasts a regal appearance.

**SELL PRICE:** 3700 Yen

### Snake Statue

One of the 13 zodiac treasures. It is unnervingly realistic.

**SELL PRICE:** 3800 Yen

### Horse Statue

One of the 13 zodiac treasures. There is purity in its design.

**SELL PRICE:** 3900 Yen

### Sheep Statue

One of the 13 zodiac treasures. Quite ordinary in its depiction.

**SELL PRICE:** 4000 Yen

### Monkey Statue

One of the 13 zodiac treasures. Its design is rather adorable.

**SELL PRICE:** 4100 Yen

### Rooster Statue

One of the 13 zodiac treasures. Its humorous look elicits smiles.

**SELL PRICE:** 4200 Yen

### Dog Statue

One of the 13 zodiac treasures. It looks very loyal and obedient.

**SELL PRICE:** 4300 Yen

### Boar Statue

One of the 13 zodiac treasures. It appears to be hungry.

**SELL PRICE:** 4400 Yen



### Cat Statue

One of the 13 zodiac treasures. Its design evokes loneliness.

**SELL PRICE:** 4500 Yen

### Crystal

Crystallized quartz that emits an enchanting sparkle.

**SELL PRICE:** 5000 Yen

### Pearl

Pearl that has grown to a large size due to the water's purity.

**SELL PRICE:** 5500 Yen

### Amethyst Tassels

The purple hue encourages amorous and sultry feelings.

**SELL PRICE:** 6000 Yen

### Amber Tassels

The valuable amber accent adds a touch of class and sophistication.

**SELL PRICE:** 6500 Yen

### Jade Tassels

The addition of jade makes this piece rare and valuable.

**SELL PRICE:** 7000 Yen

### Cat's Eye Tassels

The energetic coloring evokes a lively feeling.

**SELL PRICE:** 7500 Yen

### Agate Tassels

The unique properties of agate lend a fashionable touch.

**SELL PRICE:** 8000 Yen

### Turquoise Tassels

The bright color conjures a feeling of new beginnings.

**SELL PRICE:** 8500 Yen

### Ruby Tassels

Pure red gems lend a dynamic touch to this piece.

**SELL PRICE:** 9000 Yen

### Sapphire Tassels

Its pale color inspires a feeling of tranquility.

**SELL PRICE:** 9500 Yen

### Emerald Tassels

The deep and rich emerald color lends a feeling of grace.

**SELL PRICE:** 10000

### Kutani Pottery

Pot that is elegant in design and features beautiful etchings.

**SELL PRICE:** 12000 Yen

### White Porcelain Pot

Pot made of pseudo-translucent white porcelain.

**SELL PRICE:** 15000 Yen

### Etched Glass

For those who value craftsmanship as much as functionality.

**SELL PRICE:** 20000 Yen

### Silver Pocket Watch

This ritzy little number displays its own enhanced version of time.

**SELL PRICE:** 30000 Yen





## Stray Beads

The rarest of the items in Nippon for Amaterasu to collect are the Stray Beads. These items are contained most often in black treasure chests that can only be dug up during the night or those found in secret areas and hard-to-find locations. The following directory reveals the locations of all 100 Stray Beads, organized by area.

### Cave of Nagi 1 Stray Bead



- Look beyond the rock on the east side of the river near the waterfall. There's a chest containing the first Stray Bead.

### Kamikiri Village 3 Stray Beads



- Power Slash the chest on the lower level of beams supporting the sacred deck. With some luck, the Stray Bead will fall within reach.
- Use the Vine brushstroke and the Konahana Blossoms to reach the cliffs above the waterfall. The chest near the pond contains a Stray Bead.
- Dig up the buried chest on the island to the east. It cannot be reached until Water Lily is learned. Look for the glowing spot at night.

### Shinshu Field 6 Stray Beads



- Dig up the chest under the glowing circle of light behind the Dojo at nighttime.
- Wait for nightfall and dig up the chest under the glowing ring of light on the small plateau near the Moon Shrine.
- Dig up the chest that appears in the glowing circle of light at night on the hill across the river from the Origin Mirror.
- Return to the Pyrotechnist's house after earning the Cherry Bomb 3 ability. First draw two Cherry Bombs to wake him from his daze, then successfully create three Cherry Bombs to impress Tama enough for him to give you a Stray Bead.
- Return to the Nameless Man after defeating the Twin Demons and distribute his fifth and final piece of pottery to the statue erected where the Moon Cave used to be. Speak with him after completing this side mission to get the Stray Bead.
- Wait for night, then dig up the chest beneath the glowing spot uphill and to the north of the Hana Valley entrance.

### Hana Valley 1 Stray Bead



- Dig up the secret chest that appears under the glowing circle at night. The circle of light is just north of the short tunnel near the campfire.



## Agata Forest 6 Stray Beads



- Open the chest inside Madame Fawn's house (in the cave).



- Use the Vine brushstroke to reach the second Konohana Blossom in the trees on the islands.



- Use the Vine brushstroke to drop into the water inside the tree at Hitoshio Spring. There is a chest floating in the water that contains a Stray Bead.



- Use the Waterspout brushstroke to extinguish the chests near Madame Fawn's house. The middle chest contains a Stray Bead.



- Dig up the buried chest in front of the secret cave on the cliffside near the entrance to Tsuta Ruins.



- Dig up the buried chest behind Kokari's house near the waterfall. It's under the glowing spot that is visible at night.

## Tsuta Ruins 3 Stray Beads



- Vine to the Konohana Blossom just beyond the stepped blocks near the waterfall to reach an upper ledge. There is a Giant Bud containing a Stray Bead above the hole where the crystal ball goes.



- Tiptoe across the logs as you spiral upwards to 2F near the Demon Lock and pause halfway up to use a Cherry Bomb against the tall gray wall on the right. There is a Giant Bud containing a Stray Bead in the cave beyond the wall.



- Use a Cherry Bomb to access the secret cave behind the base of the waterfall on 2F. The Giant Bud in the cave contains a Stray Bead.

## Taka Pass 6 Stray Beads



- Dig up the chest under the glowing spot at night near the water by the Cutten's house.



- Dig up the chest containing this Stray Bead at night when the area glows or during the day by spotting the brass handle of the chest on the grass in the vicinity of Bingo.



- Use Galestorm to extinguish the second flaming chest in the cave leading to the Guardian Sapling.



- Dig through the black circular slab of rock to enter Moley's Treasure Trove. Once in the cave, open the chest atop the stone altar to gain the Stray Bead.



- Use Galestorm to blow away the pile of leaves to the south of Mermaid Spring and find a hidden chest underneath.



- Enter the cave leading to the Guardian Sapling and use Power Slash to open the chest at the bottom of the pond near where Amaterasu encountered Waka. The chest is hard to see, but opposite the spiraling walkway.



### Kusa Village 3 Stray Beads



☐ Use Galestorm to cross atop the giant banners and reach the chest at the end of the furthest upper walkway.



☐ Dig up the chest under the glowing circle at night inside Mr. Bamboo's house.



☐ Dig up the chest buried to the left of Princess Fuse's house. It's on the far side of the pond.

### Sasa Sanctuary 3 Stray Beads



☒ Dig up the chest under the glowing light at night to the left of the Sasa Sanctuary main entrance.



☒ Enter the first room on the second floor of the sanctuary and paint-in the missing eye on the red doll to find this hidden Stray Bead.



☒ Dig up the buried chest near the candles in the alcove of the bamboo grove. Head north from the hot spring at night and dig at the glowing spot.

### Gale Shrine 3 Stray Beads



☐ Use Galestorm to extinguish the chest on the second floor balcony.



☐ Blast the elevator out of the way and drop into the basement of Gale Shrine. One of the three chests there contains a Stray Bead.



☒ Return to the cave north of the pond near the entrance and defeat all five of Princess Fuse's "Kusa 5." This is a very difficult battle against the five Canine Warriors. Win the fight to earn a Stray Bead.

### City Checkpoint 5 Stray Beads



☐ Use the Water Spout brushstroke to extinguish the flames of the chest along the southeastern river bank.



☐ Dig up the chest beneath the glowing circle of light at night on the southeastern edge of the river bank.



☐ Use an Infinity Stone and the Vine brushstroke to make your way across the many Konohana Blossoms to the island at the southern end of the river. Drop straight down onto the torch-lit island to find a chest containing a Stray Bead.



☐ Clear away the cursed zone on the west side of the river and dig up the chest under the glowing circle at night.



☐ Trade the Emperor the 100 Demon Fangs he wants for the Water Tablet and return to City Checkpoint. Leap into the water and run upstream to the north to find a secret island with a buried chest containing the Stray Bead.



## Ryoshima Coast

### 5 Stray Beads



☐ Dig through the hardened ground outside the Dojo on the island.

☐ Run along the toppled mast of the Sunken Ship to reach the chests atop the vessel's roof. The left-hand chest contains a Stray Bead.

☐ Return the black and white rabbit to the Animal Lover on the beach and he'll give you a Stray Bead as a reward.

☐ Conquer the enemies in all 10 of the Devil Gates inside the underground cave in the northeast corner of the Ryoshima Coast. You must first defeat the Spider Bandit, then return to the cave.

☐ Beat Hayate in a third race on the beach (available after slaying Ninetails) to earn this Stray Bead.

## Sei-an City (Commoner's Qtr.)

### 5 Stray Beads



☐ This Stray Bead is within the chest in the southwest corner of the canal.

☐ Enter Mr. Flower's house in the northeast corner of town and dig up the chest behind the screen. The location of this chest will glow at night.

☐ Successfully design five patterns at the kimono shop that match the predictions from the little girl with the Charcoal. She'll give Amaterasu a Stray Bead after completing the fifth design. See the "Sei-An Couture" side mission section in Act 5 of our walkthrough for details.

☐ Convince Camille and Camellia to believe in gods by making a tree and a sudden rainstorm appear before them. Camellia will then hand over a Stray Bead.

☐ Catch the pickpocket Hayazo and return all four stolen items to their rightful owners. Abe will give Amaterasu the Stray Bead when the Tao Mask is returned to him.

## Sei-an City (Aristocratic Qtr.)

### 6 Stray Beads



☐ Cross the bridge to the central area and dig at the glowing spot amongst the tall grass on the right-hand side. The chest buried beneath the light contains a Stray Bead.

☐ Use an Exorcism Slip L and Power Slash to instantly win the battle Komuso times you in. Doing this guarantees a victory that's fast enough to earn the Stray Bead.

☐ Locate the chest behind the Queen's palace at the north end of the Aristocratic Qtr. Follow the path around the left-hand side.

☐ Enter the Queen's palace and run around to the rear of the main floor before riding the lift up to her throne room. There is a chest containing a Stray Bead on the far side of the room.

☐ Use a Water Lily to explore the eastern side of Lake Beewa near the giant bridge separating the two sides of Sei-An City. Power Slash the chest underwater and collect the Stray Bead when it floats up.

☐ Help Gen get his contraption working, then use the newly-learned Thunderbolt ability to open the chest on the floor.



### Sunken Ship 2 Stray Beads



Open the chest in the alcove on the eastern side of the ship, at the corner in the narrow corridor. The chest rests on a ledge near a pile of skulls.



Open the chest nearest the stack of kegs in the treasure room to find this Stray Bead.

### Imperial Palace 1 Stray Bead



Dig up the buried chest in the courtyard outside the Emperor's throne room. The chest will glow at night.

### N. Ryoshima Coast 7 Stray Beads



Dig up the chest near the debris on the left-hand side of the path as you enter from Ryoshima Coast.



Dig up the chest near the pond where Yoichi is shooting arrows at the fruit of the Guardian Sapling.



At night, head to the large island to the southwest of the coastline and dig up the chest at the side of the island opposite the pier.



Dig through the circular slab of rock along the coastline to enter an underground cave containing three chests. The one on the altar contains a Stray Bead.



Use the Mist Warp to travel to the Rocky Area of North Ryoshima Coast. The lone chest in this area contains a Stray Bead.



Return to the Water Dragon Garden at Dragon Palace and use Bloom to eliminate the small cursed zone. Bring the Treasure Box to Urashima so he can properly age once again. As a thank you, he'll give Amaterasu a Stray Bead.



Return to the cave on the middle of the three of the western islands off the coast. Battle through 10 extremely difficult Devil Gates to earn this Stray Bead. Do not attempt this until Amaterasu has at least 16 Solar Energy units and a wealth of items and Golden Peaches. It can take up to 90 minutes to complete this series of battles.



## Catcall Tower

### 3 Stray Beads



□ Open the chest on the metal platform on the seventh level of the tower.

□ Use the Catwalk ability to climb the small stone column at the bottom of Catcall Tower. The chest on top of the column contains a Stray Bead.

□ After learning the Catwalk ability, use the Mermaid Spring to descend the tower. Return to the tower and climb all the way back to the very top a second time (don't use the spring). A chest will appear atop the stairs.

## Dragon Palace

### 4 Stray Beads



□ Use a Cherry Bomb to blow apart the cracked wall behind the staircase. Descend into the hidden cave entrance and open the chest atop the small altar.

□ Rejuvenate the third column in the Swirling Spring room. This makes it possible for Amaterasu to jump across the step-like columns to the chest on the tallest one.

□ Wall Jump onto the upper ledge in the Water Dragon's Garden room and tackle the seashell to get the Stray Bead from within it.

□ Return to the Dragon Palace after defeating Ninetails and speak with Queen Otohime in her throne room. She'll reward Amaterasu with this Stray Bead.





## Kamui 6 Stray Beads



At night, dig up the buried chest under the glowing ring of light near the Dojo. The chest is buried to the right of the three snowmen.



Enter the underground cave on the snow-covered island and defeat Blockhead Grande to make three chests appear. The middle one contains a Stray Bead.



Dig up the buried chest on the snowbank to the east of the Mermaid Spring that forms when the Devil Gate is destroyed. This is right next to the snow-covered Shiranui statue.



Use Inferno to melt the ice-covered chest in the cave to the west of the large lake. The chest is lying behind the sleeping bear.



Jump over the ledge while climbing the hill to Wep'keer. This chest is behind a cliff near the frozen waterfall with the secret cave.



Return to the cave at the base of the waterfall where the Bandit Spider resides and battle through 10 extremely difficult Devil Gates without exiting the cave. This is an exceptionally challenging task that can take over two hours to complete. It requires lots of items, skill, and patience. The good news is that you'll likely earn well over 100,000 Yen during each battle.

## Wep'keer 4 Stray Beads



Dig up the buried chest on the ledge above and to the left of the house with the three large snowballs on the awning.



In the chest behind the sleeping bear to the east of the playground area.



Dig up the buried chest under the glowing circle of light near the docks at the east side of town.



Dig up the buried chest at the southern end of the Snowball Playground.

## Kamui (Ezofuji) 4 Stray Beads



Leap from the Konohana Blossom nearest Tusk's house to the dry pond below and dig up the buried chest.



Follow the ledge around the eastern side of the area to the northeastern end. Make sure it's nighttime and dig up the chest under the glowing circle of light.



Use the fiery chest to melt the ice on the frozen chest on the eastern-most ledge overlooking the lake.



Return to Wep'keer and use the Mist Warp ability to access the rocky area of Ezofuji near the second Origin Mirror. The Stray Bead is in the center chest.



## Yoshpet 3 Stray Beads



There's a Stray Bead in the first chest after the series of icy islands in the second section of the forest. It's in plain view, on the right-hand side of the path.

Head to the dead-end at the fork in the path on the third and final section of forest. Locate the handle of the chest sticking out of the ground and dig it up to get the Stray Bead.

Make your way back to Yoshpet from Ponc'tan (via Inner Yoshpet) after defeating the Twin Demons to find Kai awaiting your arrival. Beat her in a race through the Yoshpet forest to get this very difficult Stray Bead.

## Ponc'tan 3 Stray Beads



Vine your way to the large leafy platform at the northern end of the area and open the chest there. This is the leaf slightly northwest of Mrs. Seal's house.

This Stray Bead is in a chest atop the large leaf immediately on the left as you enter Ponc'tan. Use the Konohana Blossom to reach it.

Return to speak with Ishaku after defeating the Twin Demons to receive this Stray Bead.

## Inner Yoshpet 3 Stray Beads



There's a Stray Bead in a chest lying out in the open in the first section of Inner Yoshpet. This is the chest just uphill from the first snowball encounter.

Make your way through the second section of the Inner Yoshpet forest and head to the dead-end to the left once you reach the arrow signpost. The chest in the dead-end contains the Stray Bead.

Follow the Mark of Kabegami on the right-hand side of the chasm in the third section of the forest. The ledge in the middle of the chasm contains a chest with the Stray Bead.

## Wawku Shrine 3 Stray Beads



Destroy the two cannons blocking the entrance to Wawku Shrine and dig up the partially buried chest left behind by the left-hand cannon.

Use Blizzard to freeze the Flaming Spiders on 4F to reach the ledge high on the cliff. This chest contains a Stray Bead.

Leap from the first frozen spider on 5F to the tiny ledge directly above it to get the Stray Bead from the chest there.

## Ark of Yamato 1 Stray Bead



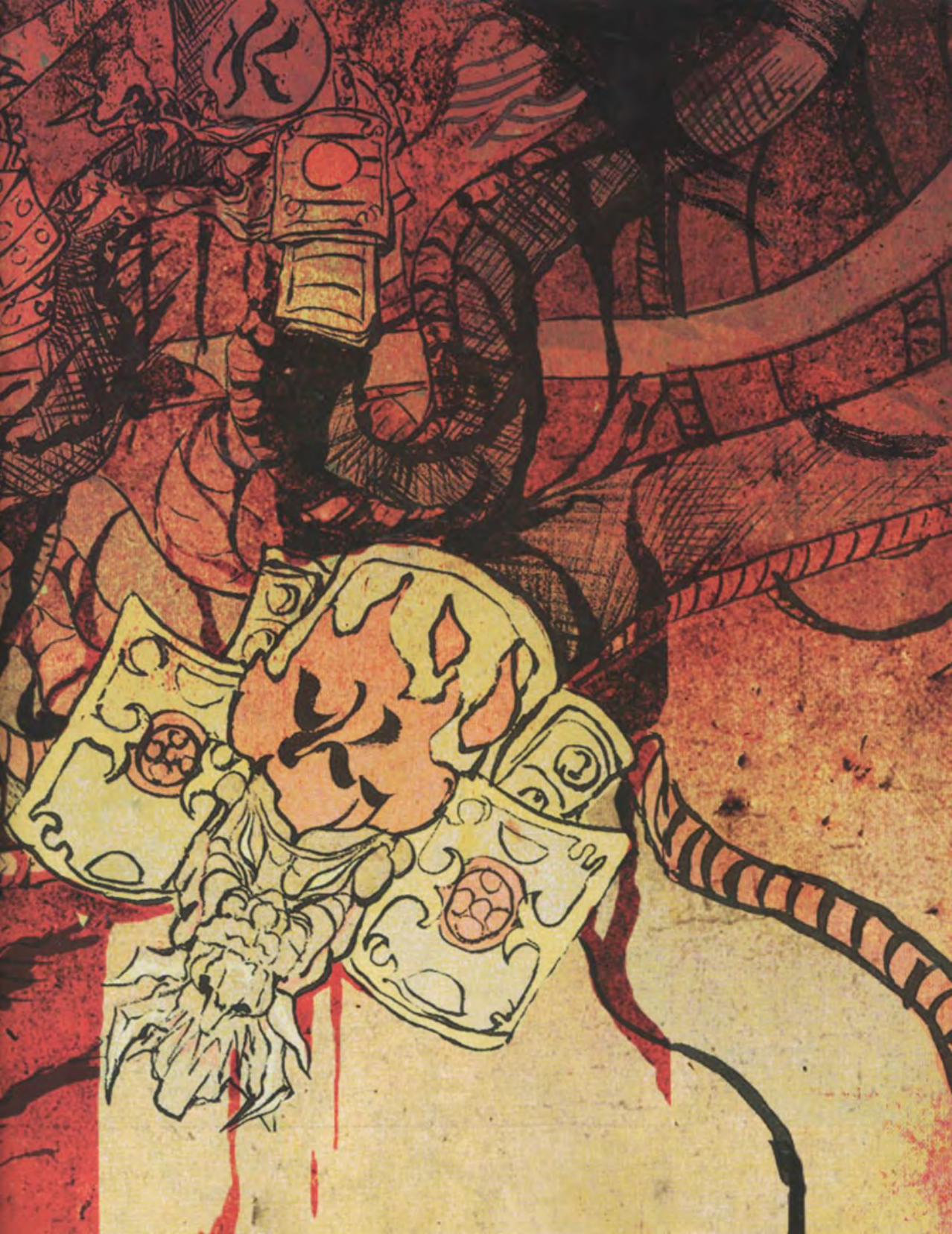
Complete the game to earn this 100<sup>th</sup> Stray Bead as a gift from Issun. Obtaining this final one also grants invincibility!





# BESTIARY







# Lesser Enemies

The following enemies will be encountered throughout Amaterasu's travels. They often attack in large numbers and have made themselves at home throughout Nippon. Read the following tips for each of these foes and rely on them during the journey across Nippon to keep Amaterasu safe.

## Green Imp

Rude monkey-like creatures that harass and tease humans. Whether frightening the locals or causing outbreaks of disease, these troublemakers have proven to be the bane of humanity. Said to hide in gloomy places, they are portrayed as flautists.

Green Imps require no special battle tactics to defeat. They are susceptible to any of Amaterasu's attacks and have very little offensive or defensive ability.

## Red Imp

These lute-players are harder to exorcise than Green Imps. One night, a man heard lute music and went out to find the source. Hiding in the shadows, he saw the Imps stop playing and drink sake. Seeing his chance to attack, the man struck out, severing the lute strings with his blade. The Imps disappeared in a wisp of smoke. It is advisable to cut the strings with the brush.

Red Imps will use their lute to block Amaterasu's attacks while stunned. Attack them with a Divine Instrument to stun them, then use a Power Slash drawn across their lute length-wise to shatter the instrument. Once the weapon has been broken, they are easy to defeat.







## Yellow Imp

Folklore has it that these Imps never cease in their mischief. Burrowing beneath the ground, they sound their mighty drums. The drums' vibrations shake the earth. Jump to avoid this attack. Legend tells us to lure them from the ground and strike from behind. Though riddled with disease, they are often portrayed whimsically. These stories are meant to make them seem less threatening.

*Stay clear of the Yellow Imps until they go underground, then keep an eye on their dirt wake while they burrow back and forth across the area. Wait for the Yellow Imp to resurface and quickly leap behind it so it can't see you. Attack while the "?" appears over its head to stun it and inflict serious damage. Never attack from the front.*



## Blue Imp

Unique among their brethren, these Imps display a penchant for flying through the air while strapped to kites. Tossing insults and rude language from above, they float menacingly. Their offensive nature is only matched by their clever wits. Tales abound of them crashing due to strong gusts of wind.

*Although the Galestorm brushstroke can blow Blue Imps to and fro, the best way to handle their aerial attack is to use a Power Slash to cut their kites to shreds. This will drop the Blue Imps head-first into the ground, making them easy prey for Amaterasu.*





## Black Imp

Regarded as the most fearsome Imp, these beasts are renowned for their evil nature. The skulls they manipulate are said to be those of human victims. The act of drawing them is thought to bring doom to one's house. Exorcising the skulls with the brush before viewing is advised. If you are without a brush, use a finger to draw a slash through them.

*Use the Power Slash ability to knock the skulls away from Amaterasu and to create an opening in the Black Imp's impressive defenses. Other abilities, such as the Cherry Bomb, are equally effective. Attack with the Celestial Brush until the Black Imp has been weakened, then rush in and finish it off.*



## Headless Guardian

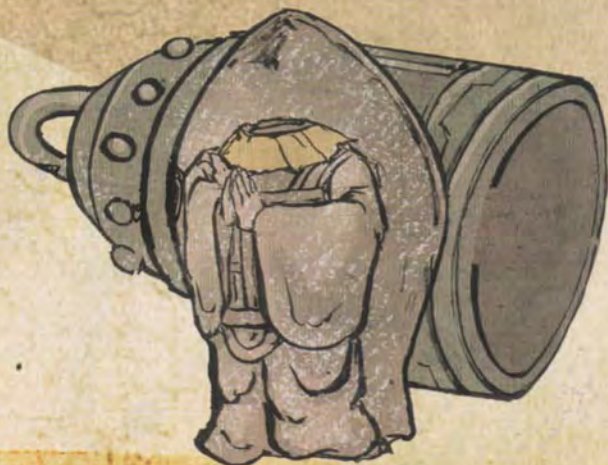
The Headless Guardian statue is possessed by the spirit of a rascal. Searching for his head at night, he may knock on your very door, shouting, "Give me back my head or I'll take yours instead!"

*This rather rare enemy has sufficient defense, but lacks the intelligence to use it effectively. After all, it lacks a head! Amaterasu can utilize any of her attacks to weaken this foe, but don't expect a terribly fast battle as the Headless Guardian is quite strong.*

## Bell Guardian

Possessed by the sadness of a monk who disliked the sound of the temple bell, this statue digs underground and sounds a bell in search of his lost head. Jump if you hear "Give me back my head!" Jumping makes him lose sight of the target and return underground.

*Like the Headless Guardian but attacks from underfoot. Avoid its emergence and attack with the Celestial Brush from afar. Rosary Beads also make for a great weapon to use against the Bell Guardian as it affords Amaterasu some distance.*





## Halo Guardian

Halos are normally seen radiating from Buddhist statuary, but this creature has stolen that appearance and uses it to harass humans. Its holy appearance is convincing, but a closer look reveals no head. One tale tells of a devout old couple who were attacked, but then saved by a divine wind. A strong heart will tell you this is an imposter.

*Power Slash the Halo Guardian from the air or take it down with a gust from the Galestorm brushstroke. Once it's on the ground, proceed to attack it with the Rosary Beads or with a charged-up Glaive attack.*



## Namahage

Namahage are the embodiment of the loneliness inherent in snowy lands. Raising a terrifying voice, they seek out and attack living things. If you cross paths with one, you should play dead. They regard the lazy as friends and are lulled into a false sense of security.

*These mask-wearing inhabitants of the north pose little threat to Amaterasu. They lack sufficient armor and have no way of deflecting her attacks. Power Slashes and short combos are all it takes to defeat them.*

## Executioner Guardian

More deadly than most of its ilk, this demon fools people into thinking it's an ordinary statue before striking. It uses stone heads as a shield and is prone to turning them into projectiles. Its demonic power is so great that it must be exorcised twice.

*Use melee attacks and Thunderstorm until its shield has been destroyed, then focus on hitting this difficult beast with repeated Power Slashes. Maintain a safe distance and place Cherry Bombs around the enemy. Use Galestorm to extinguish any fires that appear.*







## Blade Namahage

They say you should play dead if confronted by a Namahage, but it can be quite fearsome to hide in plain sight of an armed foe. A legend tells of a samurai that tried to banish the Namahage. He attacked its blade with a nearby brush while it was distracted. Without its weapon, it grew afraid and left, promising to reform.

*Amaterasu can sneak in a couple of attacks before the Blade Namahage takes up a defensive stance. Once it does, however, it blocks all of Amaterasu's attacks until she destroys its blade with a Power Slash.*

## Bucket Namahage

Anyone who has seen the land blanketed in deep snow, beware. These Namahage hide under the snow and trap victims in their buckets. When fleeing them, clap once and take a step away. They will flee when they do not see the source of the sound.

*Lure the Bucket Namahage to one part of the battle arena and quickly double jump to another spot as its burrow trail draws near. Look for the "?" to appear, signifying its confusion, then attack. But whatever you do, don't attack it head-on from close range, or else Amaterasu will be trapped!*



## Umbrella Namahage

Legend tells of flying Namahage, who are often shown with umbrellas. One tale describes a man who was attacked during a snowstorm. He said, "It is too windy for Namahage to be out flying." Hearing this, the Namahage left the scene in embarrassment. We can assume that they won't show themselves when it is windy.

*Use Galesstorm to ground these high-flying variants of the Namahage. Once they've been brought down to earth, they will show how weak they really are, and Amaterasu can have her way with them.*



## Cannon Namahage

The Cannon Namahage is a strange beast, indeed. He doesn't care about the lazy, gravitating instead toward cowards and sissies, screeching and bellowing to scare some bravery into their victims. You might say they're rather kind, considering the circumstances.

*Cannon Namahage pack a powerful blast with their weapon and should be dealt with as soon as they are spotted. Attack from afar with brushstrokes to avoid being caught in a point-blank blast.*



## Clay Soldier

Those who opt to be buried with their lords in mourning are called martyrs. This clay figure holds the spirit of a martyred soldier. Use god techniques to quickly dispatch it and break the curse.

*This flute-playing, unarmed enemy can be easily slain—as long as there aren't too many of them! Watch for the Clay Soldiers to attack in large groups, then use Thunderbolt and Cherry Bombs to dispatch them.*

## Clay Samurai

These clay figures are possessed by the spirit of a warrior who refused to stop fighting. They must fight as long as they are armed. Break the weapon to undo the curse and save the warrior's soul.

*Use Power Slash to shatter the Clay Samurai's weapon, making it defenseless. Once it's been relinquished of its weapon, attack with the melee, ranged, or brushstroke attack of your choice.*







## Clay Drummer

Clay figures were created to be buried in mounds in place of the martyr whom they represent. They move now only due to Orochi's dark power. Destroy them quickly and end their cruel manipulation.

*The Clay Drummer attacks with significantly more speed than other drummer-type enemies. Watch for the rippling ground as it burrows back and forth, then try to get behind it when it emerges. If that's not possible, surround it with two or three Cherry Bombs while it bangs away on its drum.*



## Clay Flyer

Orochi's dark power infests the land like a stale wind. Those exposed to this wind, drift along with it as Clay Flyers. Only a divine wind can free them from this horrible bond.

*While Galestorm can prove to be too much of a good thing for the Clay Flyer, it's also effective to tear their wings with a mighty Power Slash. Launch into a fast melee attack once the Clay Flyer has been grounded, as too much hesitation may see them lift off again.*

## Bud Ogre

Transformed by the foul force of Orochi, Issun describes this beast thusly: "4 mammal legs sprouting from a bud. Frightens travelers." "The bud is rigid, but the fruit soft. Open the bud to attack." "Power Slash deflects fruits just like with the Cursed Trees."

*Use a Power Slash to knock one of its projectile fruits back at it to stun. Quickly follow this up with the Bloom brushstroke to lower its protective outer bud, thus exposing its vulnerable inner fruit. Attack the fruit to inflict damage.*





## Chimera

Disguising itself as a kettle to fool onlookers, this creature is composed of parts from many others. It is said to have been transformed from an ordinary kettle by evil. It cannot be damaged when inside the kettle part. A legend says that repeated hits make the color drain. Then, all you have to do is slash it in two and watch it vanish.

*Stay clear of the metal kettle to avoid being scalded and, instead, use Cherry Bombs and Power Slashes to stun the beast. Once stunned, and the kettle is broken, Amaterasu can inflict large amounts of damage with the Divine Instrument of your choice.*



## Igloo Turtle

Straw raincoat transformed by Orochi's dark power. Its body resembles a snow hut, but there is no warming fire within. The flaming tail is a reminder of the inescapable bitter cold. It is known to lure travelers into the hut, where they soon freeze. Melt the snow hut with fire if you want to stand a chance against it.

*The Igloo Turtle is immune to damage until the igloo it wears has been destroyed. The best way to do this is with a massive Thunderbolt from up high. Another way is to beat on the Igloo Turtle until its tail catches fire. Use the fire from its tail to melt the ice and attack!*



## Dead Fish

The transformed spirit of a woman who threw herself into the sea, this demonic fish can fly by flapping its fins like wings. If you spot a fish carcass on the beach at night, it is recommended that you exorcise the fin as if with a powerful slash. Doing so knocks these fish to the ground and sends them packing.

*Use a Power Slash to knock the Dead Fish out of the air. Once it's on the ground, it's very vulnerable to any of Amaterasu's attacks and can be finished off with ease.*





## Ubume

A bird possessed by the soul of a woman slain by a samurai's blade. It has no trouble deflecting any sword attack with its umbrella. Then, it wastes no time using its dark essence to launch a counter. A great monk advises that this pattern can be taken advantage of. When the umbrella comes up to block, blow it back with wind. The creature will recall its life as a woman and cease attacking.

*Attack the Ubume with the Divine Instrument or a Power Slash to ground it. Follow this with repeat Galestorm blasts to blow the umbrella it uses as a shield inside-out. With its umbrella at the mercy of the wind, the Ubume is vulnerable to any of Amaterasu's attacks.*



## Fire Eye

This gigantic wheel is said to display a giant eye in its center. Legends say that viewing the demon causes one's eyes to boil. No one has been brave enough to view one, but one curious woman waited with her door ajar until the rumbling sound started. Afraid, she prayed. The gods answered her plea with a divine wind that put out the fire. People now write "Amaterasu's Wind" on their doors for protection.

*Although it's possible to defeat the Fire Eye by placing Cherry Bombs around the perimeter of the area and waiting for it to roll into the blast zone, it's much safer to use the Galestorm ability to extinguish its flames. With the fire out, the beast is defenseless and can be attacked without risk.*

## Crow Tengu

A creature comprised of the soul of a dead swordsman and a crow, this enemy strikes with the skill and artistry of a master samurai. They are often depicted as carrying fans. Cut down thrown fans and be even quicker on the draw than them. Swordsmanship better than their own makes them leave in disgrace. Tales speak of swordsmen cutting through their sword defense.

*Cautiously attack the Crow Tengu to stun it, at which time it will use its sword to deflect any attacks aimed at it. Use the Power Slash to break through this defense, then immediately launch into a combination attack with a Divine Instrument.*







## Ice Mouth

A woman who made frigid comments was bound to a demon wheel. Now icy, she rolls through the city streets freezing those with open mouths. Smoke a pipe or use Inferno to burn this evil foe.

*Use the powers of Inferno to draw a flame from a nearby Fire Eye or torch to the Ice Mouth and melt its defenses. Lacking its frosty exterior, it is helpless against Power Slashes or Divine Instrument attacks.*

## Thunder Ear

An old saying says, "Good medicine often leaves a bitter taste." In other words, advice may seem harsh to the ears, but it is for our own good. The spirits of those who cannot take advice are bound to wheels. Perhaps wind could drown out the harsh words of this foe.

*Like the Fire Eye, the Thunder Ear can be relieved of its attacking ability (temporarily) with a well-placed blast of Galestorm. Blow the thunderous power away from it and move in to attack with a Divine Instrument or Cherry Bomb.*



## Earth Nose

This demon uses intense winds to blow down people and houses alike. Originally, it was a Tengu who could bend the winds to his will. Wind cannot counter wind. It is said that only by manipulating the flow of time itself can one defeat this fearsome and windy evil.

*The Earth Nose is extremely fast and almost imperceptible as it circles around Amaterasu. Slow it down with the Mist brushstroke and time its movement to intersect some exploding Cherry Bombs. Once it's been stunned, launch into it with a charged-up Glave attack.*







## Thunder Doom Mirror

A discarded mirror long used by an actor was struck by lightning and became this creature. Bad acting causes it to appear and rain thunder down. Aloof and emotionless, it will leave if the acting continues. When you see clouds, just blow to stop lightning from striking.

*Like the Thunder Ear, this stormy creature cannot stand up against the powerful gust of wind and will fall to the ground in a defenseless heap upon being hit with Galestorm. Rush forward its limp frame and attack with the Divine Instrument.*

## Wind Doom Mirror

An old man's face appears on this gusty mirror. It lingers in the rooms of those who do not value time and causes a ruckus. Though most are driven by a strong grudge, some are simply depressed. Once they have you in their sights, it isn't easy to take them down. Pray to the heavens to slow time or there is no hope at all.

*Use the Mist brushstroke to slow time for a couple of seconds so that Amaterasu can approach the Wind Doom Mirror without being blown off course. Use any of the Divine Instruments or several well-aimed Power Slashes to defeat it.*



## Poltergeist

A group of three sickle-wielding weasels that attack in a circle, these demons are known to cause hallucinations among their victims. If you notice a sudden and unexplained burning or freezing sensation, you are the victim of a poltergeist. The trio possesses fire, ice, or thunder powers, so each must be defeated in turn.

*The Poltergeist splits into three sections if given the time. Rather than deal with creatures of various elements, simply attack with an Exorcism Slip M or L. There aren't many enemies that truly deserve this special treatment, but this is one of them!*





## Ichiro

Jiro and Saburo combine to become the mighty Ichiro. This shark patrols the ocean, attacking fishermen and causing trouble. Meeting him in the water spells doom, but if you have a foothold on a boat or a lily pad, you can lure him close and attack his belly. Doing so knocks him out and gives you a chance to attack.

*Remain on solid ground and wait for Ichiro to leap into the air. While it's airborne, draw a Power Slash from its mouth to its tail, clear across the length of its body. This will not only prevent it from attacking Amaterasu, but will also make it susceptible to follow-up attacks. Hit it with additional Power Slashes or use the Rosary Beads or Ink Bullets to whittle away its vitality.*



## Jiro

Jiro and Saburo are the spirits of a couple who jumped into the sea when their marriage was opposed by their parents. Jiro resembles a hermit crab with a shark head for a shell. It throws sea urchins to protect Saburo and uses its own hard hide for defense. Attack repeatedly and the shell should disengage.

*Use Cherry Bombs and Power Slashes to weaken Jiro's shell while avoiding the urchins it throws at Amaterasu. Although the urchins can be deflected back at Jiro, it's best to focus on avoiding them. Once Jiro has no shell, attack it with your Divine Instrument until it has been defeated.*



## Saburo

Sad Saburo digs holes to reunite with its partner, Jiro. It believes that by digging to let water in, the two can be together in the sea. Variations on the Saburo legend exist, especially in seaside villages.

*Saburo will appear alongside Jiro and has an equally hard shell that can be tough to crack. Keep up the pressure on it, avoid the sea urchins it throws, and use brushstrokes to finish it off once the shell has been broken.*



Bestia





## Blue Cyclops

This curmudgeonly blue brute usually flies and smokes a pipe. If its pipe goes out, it becomes enraged and calls forth lightning. However, relighting the pipe calms it down almost instantly.

*Keep the pipe lit to keep the Blue Cyclops mellow. And as long as it's mellow, it not only ceases attacking, but its guard also lowers and it will not defend itself. Use a Thunderbolt brushstroke attack, Power Slashes, and lengthy attack combos to bring it down.*



## Great Tengu

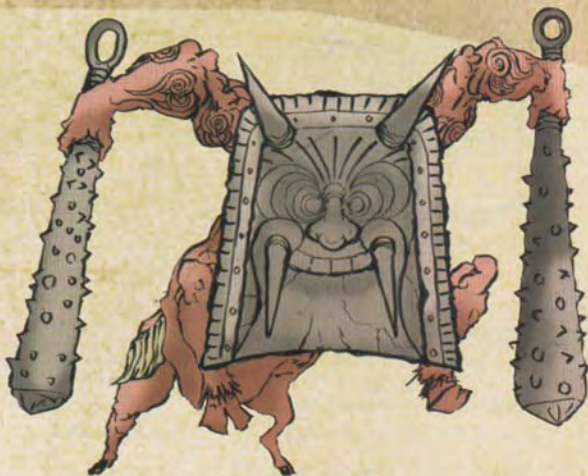
Formerly one who cloistered himself in the mountains for training, this fearsome creature is a tough foe. The Tengu-masked bird often hides itself and should be stopped before showing its true form. It trains with water and ice to grow strong.

*Attack the Great Tengu with fire and lightning-based attacks to counter its propensity with water. The Great Tengu is an exceptionally rare creature and, for that reason, don't hesitate to enlist the help of Exorcism Slips when battling it.*

## Red Ogre

Ogres conjure images of savagery, but these creatures are quite sophisticated. Red Ogres wear iron masks as if to maintain their own dignity. An old saying applies to those who show pride in their appearance. It says "To defeat a Red Ogre, attack from the side to detach the mask and embarrass it." This means that one who is too vain is often at a loss when subjects other than themselves are breached.

*Amaterasu's athleticism is the key to victory over the Red Ogre. Stand across the battle zone from the monster and allow it to charge forward. Double jump over the Red Ogre and immediately counter attack its bindquarters. Continue attacking until it is stunned, then hit it with a Power Slash to destroy its shield. Using the Rosary Beads as a sub-weapon is a good idea in these battles.*







## Blue Ogre

Blue Ogres are more popular than their red cousins due to their beautiful fangs. There is a famous story which contains the line "A lightning strike makes one bare their fangs."

*The Blue Ogre's shield isn't as easy to break as the Red Ogre's, unless you rely on the Thunderbolt attack. Place the lightning near its head and pile on with a ranged Rosary attack aimed at its hindquarters.*

## Bull Charger

Bull Charger is famous for being a leading enforcer in hell. As such, he is very powerful and can freeze souls with his ice breath. Strong, but not stronger than an Ogre, anyone who has fought Ogres will be successful. Of course, only the best of the best can beat Ogres.

*The Bull Charger can be defeated with plenty of Cherry Bombs and a steady dose of fiery Inferno! Although this beast resembles the Ogres, its shield is not nearly as strong or as effective, so Amaterasu can definitely make the Bull Charger look rather moo-ronic.*



## Dogu

Of all the odd clay figures in this land, the Dogu is the strangest. Fascinated people have speculated that they originated on the moon. They appear to possess life and are known as protectors. Some are controlled by good, and others by evil. There is a legend concerning a Dogu that went on a rampage, destroying village after village. A warrior was able to defeat it with bravery and love.

*The Dogu is a rather weak enemy that seems unsure of itself in battle and will often walk right into lengthy attacks. Put the Sword Dance ability to use and charge up both Glaives to slice and dice the Dogu the second it draws near!*

Bestiary





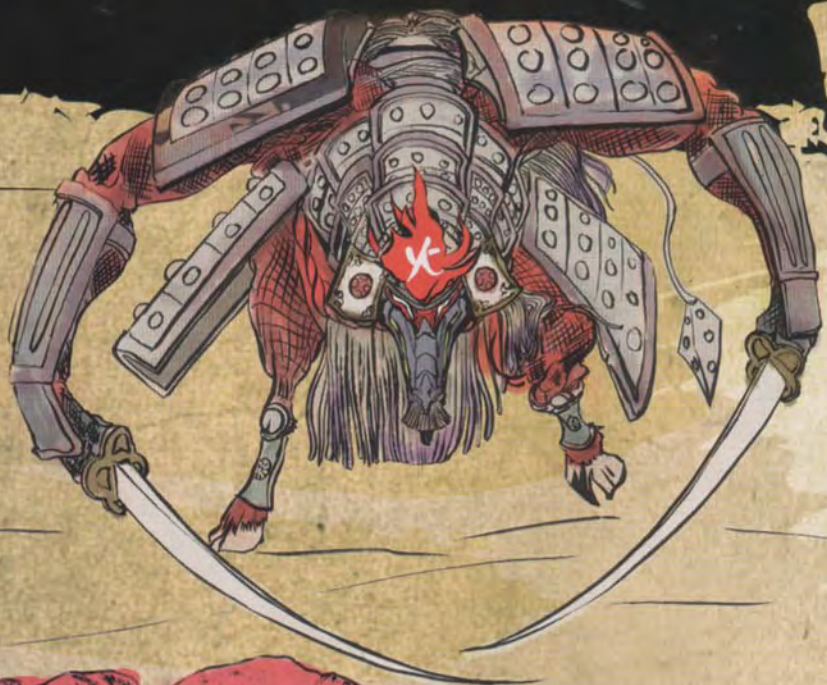
# Major Beasts

The following creatures are far too powerful to exist in multiple. They are loners in nature and will fight Amaterasu like no lesser foe could. A battle with them is a one-time occurrence (with one or two exceptions) and warrants strategy specific to the situation. Follow along with the "Walkthrough" portion of this guidebook for strategies on handling each of these formidable foes.

184

## Crimson Helm

For 100 years, this leader of all evil in Taka Pass has waged war with the forces of the Gale Shrine. It boasts long swords and armor. Beneath the shell, its true body lies hidden among burning flames. To expose the body, the shell must be removed or destroyed. Even unarmored, the roiling flames make it difficult to approach. A divine wind can extinguish the flames and expose its true form.



## Spider Queen

Nesting in the Tsuta Ruins since ancient times, this arachnid is restless at the thought of Orochi's impending resurrection. Protected by a hard shell, the Spider Queen knows not the sting of pain. The watchful eyes on her back make attacks from the rear too risky. If there were some way to open the shell, the eyes could be attacked. That is her weak spot.







## Bandit Spider

They say "That which we do not possess is of little value." This difficult to find beast deceives humans and robs them of their possessions, then steals away to hide deep underground. If you happen to spot one, prepare your finest treasure as bait.



## Orochi

Serpent banished 100 years ago by Shiranui and Nagi. Each head has an elemental power: earth, wind, fire, water, thunder, poison, light, and darkness. The bell on its back tolls 108 times—once for each desire of its sacrifice. Legend has it that avoiding attack and making it drink 8 Purification Sake when angered was Nagi's technique. The water head is angered by attacking while bathing. Thunder is angered by losing sight of its target. Poison and wind attacks can be countered with wind. This was Nagi's strategy.



## True Orochi

No other monster inspires the awe that this giant serpent demands. It has eight heads, eight tails, terrifying red eyes burning with rage, and an underbelly that's scraped bloody and raw—all on a body large enough to grow trees. This is the legendary Orochi, said to be fond of drink. Behold, O (mountain) RO (of) CHI (dark spirits)! OROCHI!



## Waka

This mysterious character is sometimes depicted as a Tao master and sometimes as a loyal disciple. In any depiction, he always carries his sword, Pillowtalk, and has even raised his blade at Amaterasu. That battle was won by carefully knocking down Waka's thrown swords.

## Waka (revisited)

Drawings of Waka differ greatly based on the artist and story. Sometimes young and pretty... Sometimes an old hermit... No matter the details, the sense of mystery about him is unchanged. This mystery is what is compelling about him and his many tales. Of course, people tend to accept Issun's rendition as accurate.







## Blight

This is the evil blood-sucking entity Goldnail made solid. It infested the Emperor's body like a parasite, spewing poison mist throughout the capital. It possesses many attack skills. Trembling before attacking, its swordplay is invisibly swift. On foggy nights, its precise movement may become visible.



## Evil Rao

The Amaterasu legend includes a meeting with a bewitching beauty. She is known as Rao, a priestess whose deeds are known far and wide. Her beauty and knowledge sparked desire in all who gaze upon her. One day, following her lecture, a man with a fox's face came calling. He vanished in a plume of smoke and reappeared as a nine-edged sword. He then corrupted and took over Rao's body, fooling everyone.



## Oki

Oki, the northern Oina tribe's famous swordsman, plays an important role in Amaterasu's tale, yet he is shrouded in mystery. He has been depicted both as a man with a wolf and as a solitary wolf.



## Nagi

This legendary hero, with Shiranui, defeated Orochi 100 years ago. His style was to act cowardly to fool his opponent, then strike. He epitomizes the saying "A smart falcon hides its claws from view."

## Ninetails

Ninetails is the true form of the evil that dwells on Oni Island and seeks to destroy the Ryoshima Coast. Nine souls inhabit nine tails, each acting independently. According to legend, Ninetails can only be defended against with the Celestial Brush. Burning the tails temporarily weakens it, and a lightning strike to the sword causes the souls to split apart. Strike the final blow when the true form of the fox emerges.







## Canine Warrior Chu

"Chu" stands for "loyalty." To give one's whole life for the good of one's master... To focus on the goal with all of one's concentration...

## Canine Warrior Jin

"Jin" stands for "justice." To show compassion to both the living and the dead... To care enough to give one's own life in service...



## Canine Warrior Gi

"Gi" stands for "duty." To remain firm in one's duties in each and every aspect of life... Bravery and duty go hand in hand. Bravery shows one what is right. The greatest form of bravery is that born from a sense of duty.

## Canine Warrior Tei

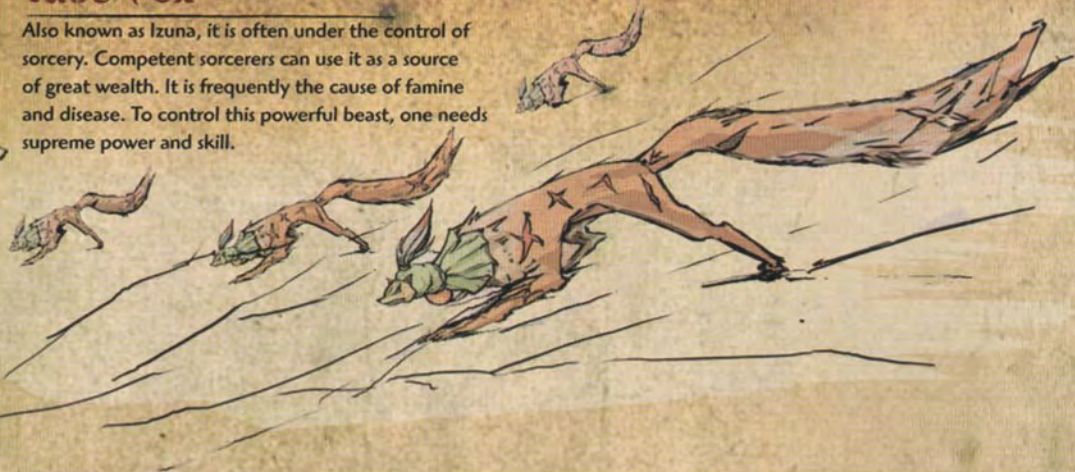
"Tei" stands for "brotherhood." Brotherly affection breeds understanding. It allows us to be ourselves and accept our fate.





## Tube Fox

Also known as Izuna, it is often under the control of sorcery. Competent sorcerers can use it as a source of great wealth. It is frequently the cause of famine and disease. To control this powerful beast, one needs supreme power and skill.



190

## Golden Demon Lechku

The meaning of Lechku's name has long been lost by the Oina tribe. He is said to be one half of a duo banished by the sun long ago. Songs and folktales tell of him, but no documentation exists. The Oina regard such tales as unclean and have banned them.



## Silver Demon Nechku

His existence is said to be linked closely with that of the Lechku. Their names have roots in the ancient word "Lechkunechku." Some interpretations of this are "One counts time," "One offers death," "Gears of the moon," and "The key that holds the beginning."







Written By Doug Walsh

©2006 DK Publishing, a division of Penguin Group (USA), Inc. BradyGames® is a registered trademark of DK Publishing, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGames® Publishing  
An Imprint of DK Publishing, Inc.  
800 East 96th Street, Third Floor  
Indianapolis, Indiana 46240

©CloverStudio Co., Ltd. 2006 All Rights Reserved. DISTRIBUTED BY CAPCOM CO., LTD. Okami, CloverStudio and the CloverStudio LOGO are trademarks of CloverStudio Co., Ltd. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the ratings icons, please contact the ESA at [esrblicenseinfo@thesa.com](mailto:esrblicenseinfo@thesa.com).

ISBN: 0-7440-0829-8

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 06-1 shows that the first printing of the book occurred in 2006.

09 08 07 06 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

### Acknowledgements

All of us at BradyGames would like express our appreciation for the great support we received throughout this project from the talented and helpful people at Capcom and Clover Studios, especially Rob Pereyda for handling the translations and approvals. Also, special thanks to Taki Enomoto for feeding our enthusiasm for this game way back in March by sending us early builds and tons of art—enough, in fact, for me to make an impressive presentation to my daughter Bronwyn's second grade class at The Orchard School during their unit of study on Japanese culture.

—db

## BRADYGAMES STAFF

David Waybright **PUBLISHER**

H. Leigh Davis **EDITOR-IN-CHIEF**

Steve Escalante **DIRECTOR OF MARKETING**

Robin Lasek **CREATIVE DIRECTOR**

Mike Degler **LICENSING MANAGER**

## CREDITS

David B. Bartley **SENIOR DEVELOPMENT EDITOR**

Michael Owen **SCREENSHOT EDITOR**

Carol Stamile **BOOK DESIGNER**

Stacey Beheler **EDITORIAL ASSISTANT**

Carol Titus **PRODUCTION DESIGNER**





# Learn the Way of the Wolf

A hundred years of peace and tranquility have been shattered. Amid the destruction, only Kamiki Village was able to repel the spread of darkness. Enter the white wolf, Ōkami Amaterasu. As the sun goddess returned to earth, it's up to you to answer the wood sprite Sakuya's pleas for help. This is your guide to restoring spirit and beauty to a cursed and polluted world.

## COMPLETE WALKTHROUGH

Strategies for accomplishing every quest and side-mission in all six Acts—including tactics for defeating the bosses.



## LEVEL & ITEM MAPS

We reveal the locations for all important items—including moon circles, treasure chests, and clovers.

## LUPINE LOGBOOK

We've itemized everything you need to collect and accomplish in the game—Animal Feeding, Fishing, Treasure, Stray Beads, and more.

## NIPPON-FOLK & BESTIARY

Meet every character and creature you'll encounter in your travels.

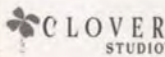
## SPIRITS OF THE BRUSH

Full account of the powers and folklore behind each of the 13 gods and their Celestial powers.

**PLUS:** Invaluable information on Praise, health, painting, ink, shops, dojo training, and godhood.



www.bradygames.com



www.cloverstudio.co.jp



www.capcom.com

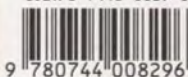
**EmuMovies**

www.emumovies.com

\$15.99 USA/\$19.99 CAN

©CloverStudio Co., Ltd. 2006 All Rights Reserved. DISTRIBUTED BY CAPCOM CO., LTD. Ōkami, CloverStudio and the CloverStudio LOGO are trademarks of CloverStudio Co., Ltd. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

ISBN 0-7440-0829-8



9 780744 008296



51599



7 52073 00829 1